STYLOS HD

NEW GENERATION VECTOR ANIME TOOL

RETAS! PRO is a graphic software which brings epoch-making progress for the animation fields
having been in analog technique so far into the digital realm.
Various functions and easy operation tools bring you the highest quality and efficiency that respond to professionals' strict demands.
Using this software, you can express your own imagination world just easily.
RETAS! PRO is the professional standard software for creation of animation project.

RETAS!PRO Web Site

http://www.retas.com/

© CELSYS,Inc. All Rights Reserved.

STYLOS HD ***User Guide***

RP148-101-1-MNL

RETAS! PRO STYLOS HD ***User Guide***

CELSYS

RETAS! PRO REVOLUTIONARY ENGINEERING
TOTAL ANIMATION SYSTEM

STYLOS HD ***User Guide***

STYLOS HD

NEW GENERATION VECTOR ANIME TOOL

RETAS! PRO is a graphic software which brings epoch-making progress for the animation fields
having been in analog technique so far into the digital realm.
Various functions and easy operation tools bring you the highest quality and efficiency that respond to professionals' strict demands.
Using this software, you can express your own imagination world just easily.
RETAS! PRO is the professional standard software for creation of animation project.

CELSYS

Table of Contents

Chapter 1 Introduction 1-1
Workflow with RETAS!PRO 1-02
RETAS!PRO basic system 1-04

Chapter 2 Main Features 2-1
Evolution Towards the HD Era 2-02
RETAS!PRO HD Main Features 2-04
STYLOS HD: Main Features 2-06

Chapter 3 Quick Guide 3-1
Preparations 3-02
Layout (key animator) 3-06
Keys (key animator) 3-16
X-sheet assemblage (key animator) 3-23
Chief Animator corrections (Chief Animator) 3-31
Inbetweens (inbetweener) 3-32
Passing the data to painting 3-40
Saving 3-42
Editing the shortcuts 3-43

Chapter 4 Basics of RETAS!PRO 4-1
Scene Folder 4-02
X-Sheet 4-14
File Browser 4-56
File Previewer 4-72

Chapter 5 Screen View 5-1
Screen View 5-02

Chapter 6 Drawing Paper and Frame 6-1
Drawing paper (cel) 6-02
Frames 6-13

Chapter 7 Layer and Plane 7-1
Multi-layer 7-02
Layer 7-11
List of layers and planes 7-22

Chapter 8 Drawing 8-1
Drawing 8-02
Checking 8-28

Chapter 9 Light Table 9-1
Basics of light table 9-02
Light table set 9-09
Performing an Off Peg registration (inbetweening) 9-12
Flipping (Quick motion check) 9-23

Chapter 10 Selection 10-1
Selection 10-02
Saving a selection 10-14
Cutting and Pasting 10-19

Chapter 11 Editing Images 11-1
Transforming an image entirely 11-02
Filter 11-08

Chapter 12 Batch Processing 12-1
Basic operations using Batch Processing 12-02
Batch processing item 12-06

Chapter 13 Shadow Markup, Direction, and Text 13-1
Shadow markup 13-02
Entering a shooting direction 13-06
Text function 13-10

Chapter 14 Redoing an operation 14-1
Redo and revert 14-02

Chapter 15 Completion and Output 15-1
Saving a file 15-02
Sending drawing data to painting 15-04
Exporting to general raster image format 15-08
Exporting to general vector image format 15-12
Printing 15-14

Chapter 16 Preferences 16-1
Configuring the Preferences 16-02
Editing the shortcuts 16-10

Chapter 17 Appendix 17-1
Compatibility 17-02
Operation using mouse and pen tablet 17-04
Glossary 17-06
STYLOS HD screenshot 17-12
List of commands applicable to STYLOS HD layers 17-14
Index 17-18

Explanatory note:

Key operations

Windows
Unless otherwise noticed, applies to all Windows models mentioned in the system requirements.

Macintosh
Unless otherwise noticed, applies to all Macintosh models mentioned in the system requirements.

Ctrl [Ctrl] / ⌘ [command]
[Ctrl] (Windows) / [Cmd] (Macintosh)

Alt [Alt] / Option [Option]
[Alt] (Windows) / [Opt] (Macintosh)

Unless otherwise noticed, the above operations are equivalent in both Windows and MacOS.

Esc [Esc]
Interrupts a command or operation in process.

About keyboard shortcuts

Example: [Ctrl] + [S]
Press [S] key with the [Ctrl] key held down.

Example: [Ctrl] + [Shift] + [S]
Press [S] key with both [Ctrl] and [Shift] keys held down.

About the mice

Left click / Click
Left click (Windows) / Click (Macintosh)

Right click / [Ctrl] + Click
Right click (Windows) / Click with the [Control] key held down

Unless otherwise noticed, the above operations are equivalent in both Windows and MacOS.

b

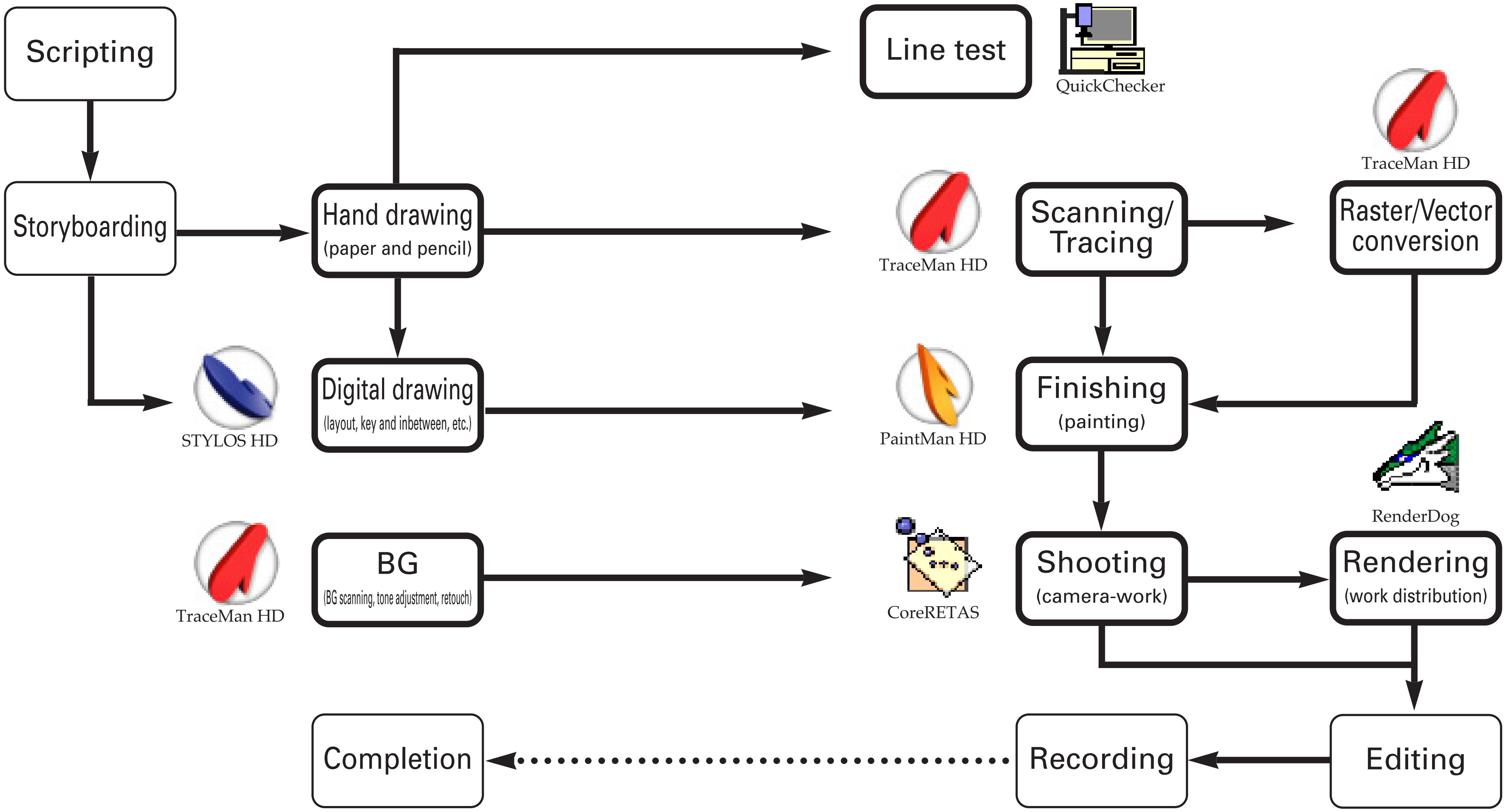
RETAS!PRO

Chapter 1

Introduction

Workflow with RETAS!PRO

The position each of the RETAS!PRO applications occupies within an animation production workflow is as follows.

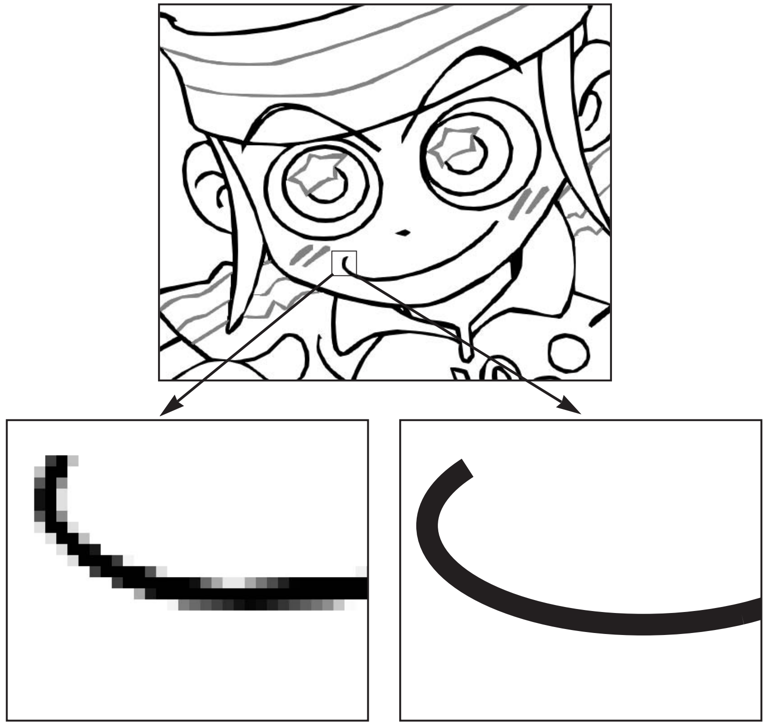

Scripting
Storyboarding
Hand drawing
(paper and pencil)
Line test
QuickChecker
TraceMan HD
Raster/Vector conversion
TraceMan HD
Scanning/ Tracing
STYLOS HD
Digital drawing
(layout, key and inbetween, etc.)
PaintMan HD
Finishing
(painting)
RenderDog
TraceMan HD
BG
(BG scanning, tone adjustment, retouch)
CoreRETAS
Shooting
(camera-work)
Rendering
(work distribution)
Completion
Recording
Editing

(as of February 2006)

RETAS!PRO basic system

Raster and Vector Formats

RETAS!PRO supports both raster and vector formats: raster for drawing simple but delicate lines, and vector for reducing or enlarging the image according to the use.



[Raster Format]
Image quality decreases when enlarged

[Vector Format]
Image quality is kept even when enlarged

1. Raster format (bitmap image)

In this format, an image is drawn using tiny dots. It is appropriate for representing subtle gradations.

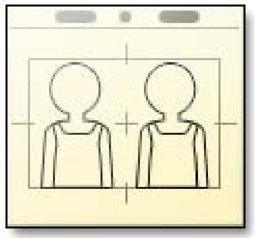
2. Vector format (vector image)

In this format, an image is drawn using lines whose detail and sharpness do not change with size. It is appropriate for giving the image a different use by reducing or enlarging.

Multi-layered Image

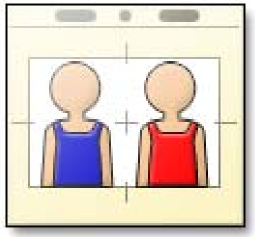
RETAS!PRO uses "layers" for managing images, where layer is an equivalent of the animation cel representing an image part such as outlines, color separation lines, etc. This management on a part basis makes possible the function that protects the outlines from being painted, and makes correction easy.

DGA format (Digital Graphic for Animation, extension: *.dga)



The multi-layer structure of RETAS!PRO is such that allows you to use both vector and raster formats on the same image.
This image format can be used only with STYLOS HD, the digital drawing software application.

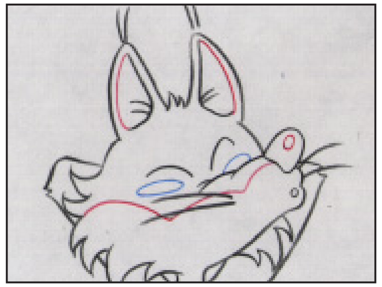
CEL format (cell, extension: *.cel)



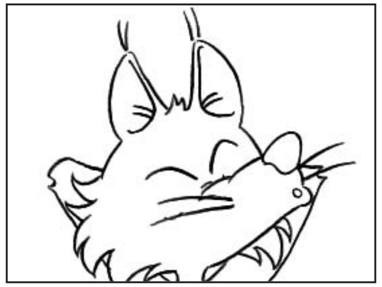
The multi-layered structure of RETAS!PRO allows you to have both vector and raster formats used on the same image.
This is an image format used mainly in post-finishing processes.

Trace (TraceMan HD)

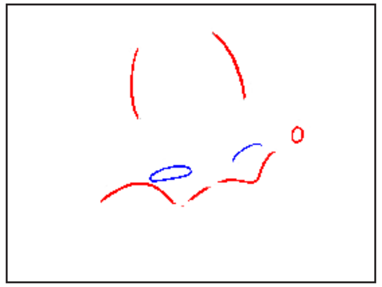
Trace is a TraceMan HD function that separates lines from the other parts from the image of a hand drawing using paper and pencil to make it suitable for digital painting.



Original image



Outline plane (Only outlines)



Painting plane(Only color separation lines)

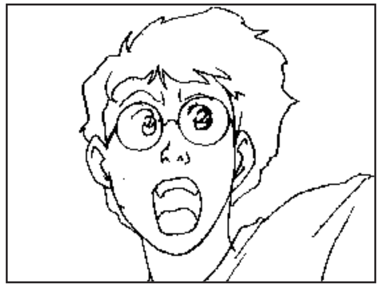
Tips

There are 3 types of trace:

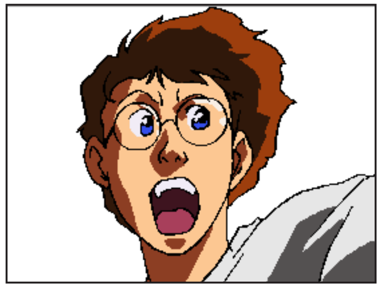
Mono trace,
Gray trace, and
Vector trace

Outline Protection (PaintMan HD)

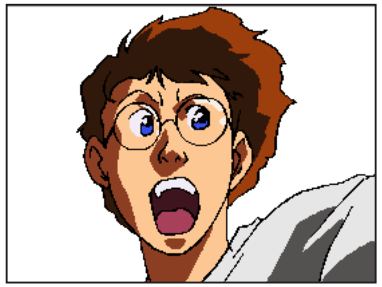
This function places the outlines on a separate layer so that correction of lines and painting can be done separately. This function simulates the way the cels are actually used.



Outline plane (implements the outline protection)



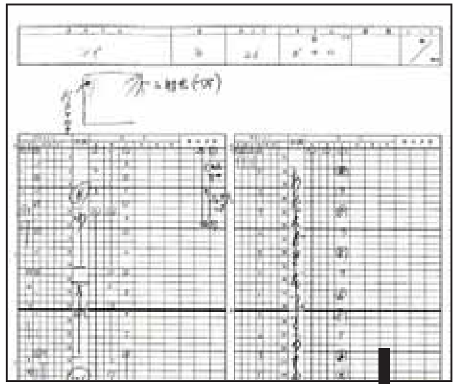
Painting plane (painting is done on this plane)



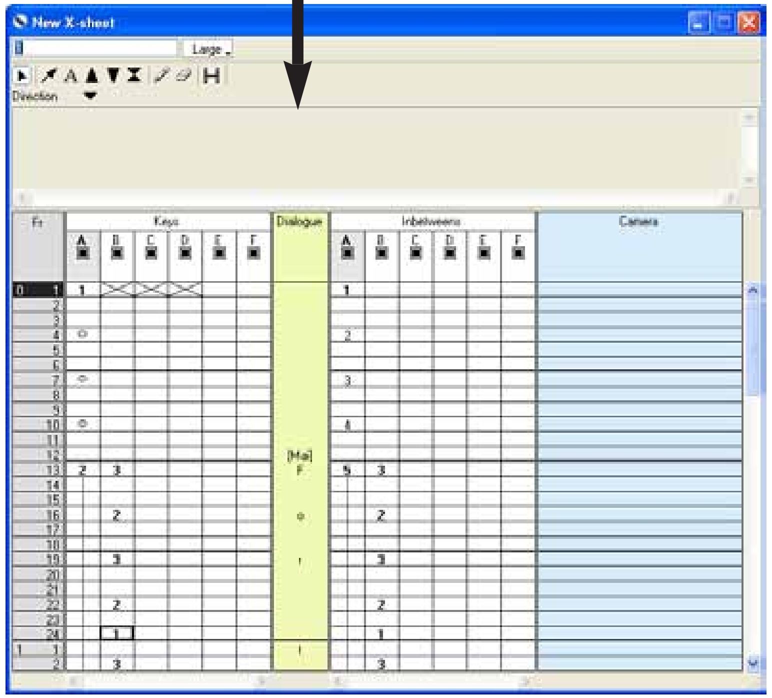
Complete drawing

Longitudinal X-sheet

The X-sheet is for managing the timing of inbetweens and BGs. This longitudinal X-sheet simulates the standard longitudinal X-sheet used in the Japanese animation industry.

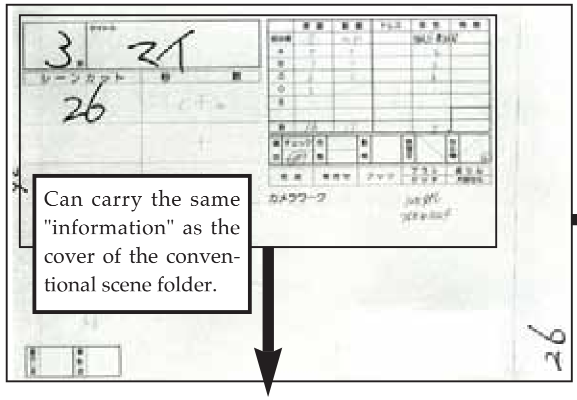


Previous X-sheet


New X-sheet
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
B
C
D
E
F
[Mai]
F

Storage folder resembling conventional scene folder (Scene Folder)

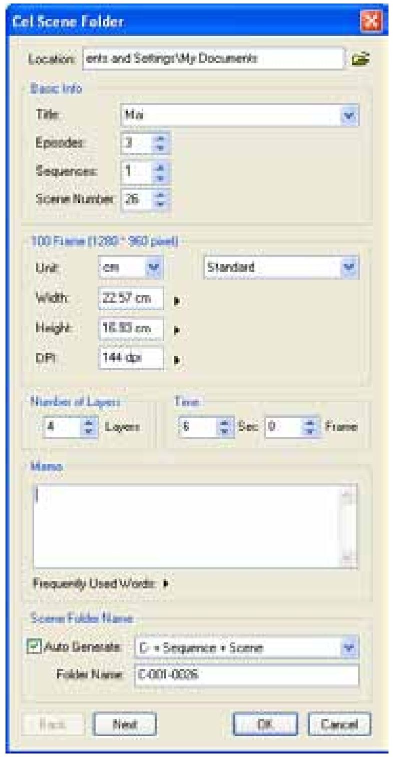
The "Scene Folder" is a software storage folder that simulates the conventional scene folder made of paper used in the animation industry to manage the layouts, keys, inbetweens, BGs, and X-sheet (*.sxf).



Conventional scene folder

Can carry the same "information" as the cover of the conventional scene folder.

The Scene Folder can manage "everything" that might be included in the conventional scene folder.



Cel Scene Folder

Location: ents and Settings\My Documents

Basic Info
Title: Mai
Episodes: 3
Sequences: 1
Scene Number: 26

100 Frame (1280 * 960 pixel)
Unit: cm
Standard
Width: 22.57 cm
Height: 16.93 cm
DPI: 144 dpi

Number of Layers
4 Layers

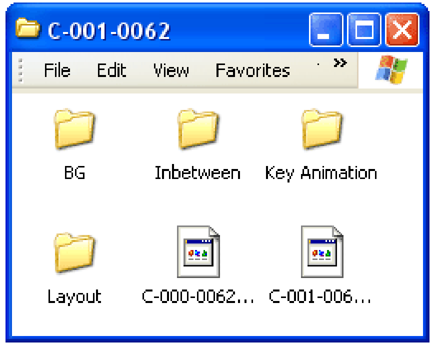
Time
6 Sec 0 Frame

Memo

Frequently Used Words

Scene Folder Name
☑ Auto Generate: C- + Sequence + Scene
Folder Name: C-001-0026

Back
Next
OK
Cancel


C-001-0062
File
Edit
View
Favorites
BG
Inbetween
Key Animation
Layout
C-000-0062...
C-001-006...

Scene Folder content

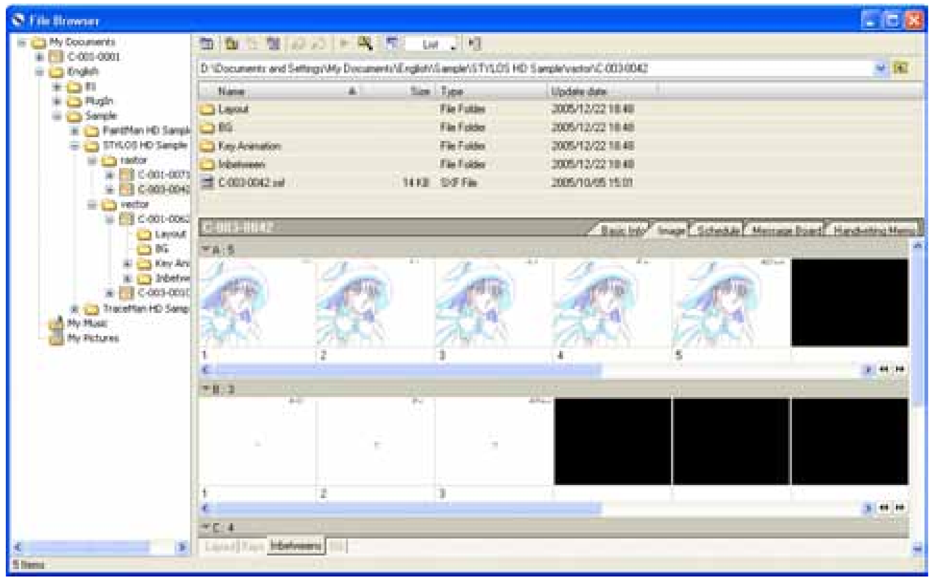
Tips

There are two types of [Scene Folder]:

The **[Drawing Scene Folder]** to keep the layouts, keys, inbetweens, and BGs used by STYLOS HD, and
The **[Cel Scene Folder]** to keep only the inbetweens used by TraceMan HD and PaintMan HD.

File Browser

This is a function for showing a list of X-sheets, layouts, BGs, keys, and/or inbetweens and browsing, or searching.



D:\Documents and Settings\My Documents\English\Sample\STYLOS HD Sample\vector\C-003-0042

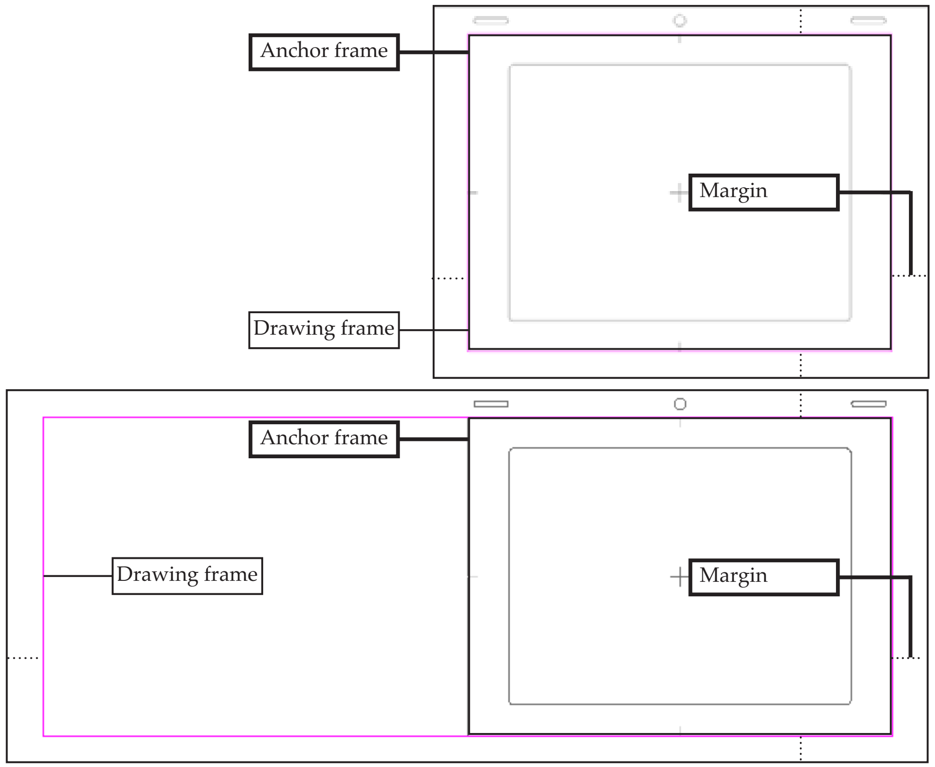
Name	Size	Type	Update date
Layout		File Folder	2005/12/22 18:48
BG		File Folder	2005/12/22 18:48
Key Animation		File Folder	2005/12/22 18:48
Inbetween		File Folder	2005/12/22 18:48
C-003-0042.sxf	14 KB	SXF File	2005/10/05 15:01

File Browser
My Documents
English
Sample
STYLOS HD Sample
vector
C-003-0042
Basic Info
Image
Schedule
Message Board
Handwriting Memo
5 Items

Tips

You can use the [File Browser] to register scene information, schedule management information, messages as well as handwritten memos.

Anchor Frame and Margins


Anchor frame
Margin
Drawing frame
Anchor frame
Drawing frame
Margin

[Anchor Frame] and [Margin] has been introduced into all of the RETAS!PRO HD series applications.

1. Anchor Frame

The anchor frame replaces the peg holes used for positioning the frames. In RETAS!PRO HD, each image is embedded with an "anchor frame" which is used instead of the pegbar to keep the position of images when loading them to the Light Table or when overlapping them in a Cel Stack.

2. Margin

Margin is the part outside the drawing frame. RETAS!PRO HD calculates the appropriate margin based on the "drawing frame" information embedded in the image to allow you to make use of the margin related functions.

Chapter 2

Main Features

Evolution Towards the HD Era

Support for Raster and Vector Formats in All Applications

- Up to the previous version, all RETAS!PRO applications except STYLOS supported only raster images.
- In the new generation RETAS!PRO, all applications are capable of handling mixed raster and vector images.
- You can choose between "vector format" for dealing with enlargement or reduction, or "raster format" for representing simple but delicate lines depending on your needs.

Scalability: from High Resolution HD Image to Low Resolution Web Animation

- Images in vector format can be used to realize "one-source, multi-use" which allows you to use the same original material in a wide range of applications with different requirements on resolution.

Deep Depth of Color: 16 bits for each RGB channel

- HD images require not only high resolution but high quality color as well.
- Effective for limiting the image quality deterioration at tone adjustment caused by the appearance of Mach bands.

Introduction of proprietary formats

- The RETAS!PRO proprietary DGA format (for drawings) and CEL format have been added to deal with the above mentioned functions.

- The DGA format can be used only with STYLOS HD, the drawing software application while the CEL format can be used with all other RETAS!PRO series applications except STYLOS HD.

- **Anchor Frame**
  "Anchor frame" is a concept introduced to position papers of diverse sizes correctly.
  With the anchor frame, the software is able to position correctly even when a mix of papers of diverse sizes is present.

- **The "Margin" Concept**
  The introduction of the "margin" concept similar to that in real papers allows you to use images drawn on the margin effectively.

Virtual Memory Engine

- An own virtual memory engine is implemented in the application, apart from the one implemented in the OS.
- This own virtual memory engine speeds up both the operation and response of each of the applications.

Multiple Undo-Redo

- Multiple operations can be undone and redone.

Shortcut Customization

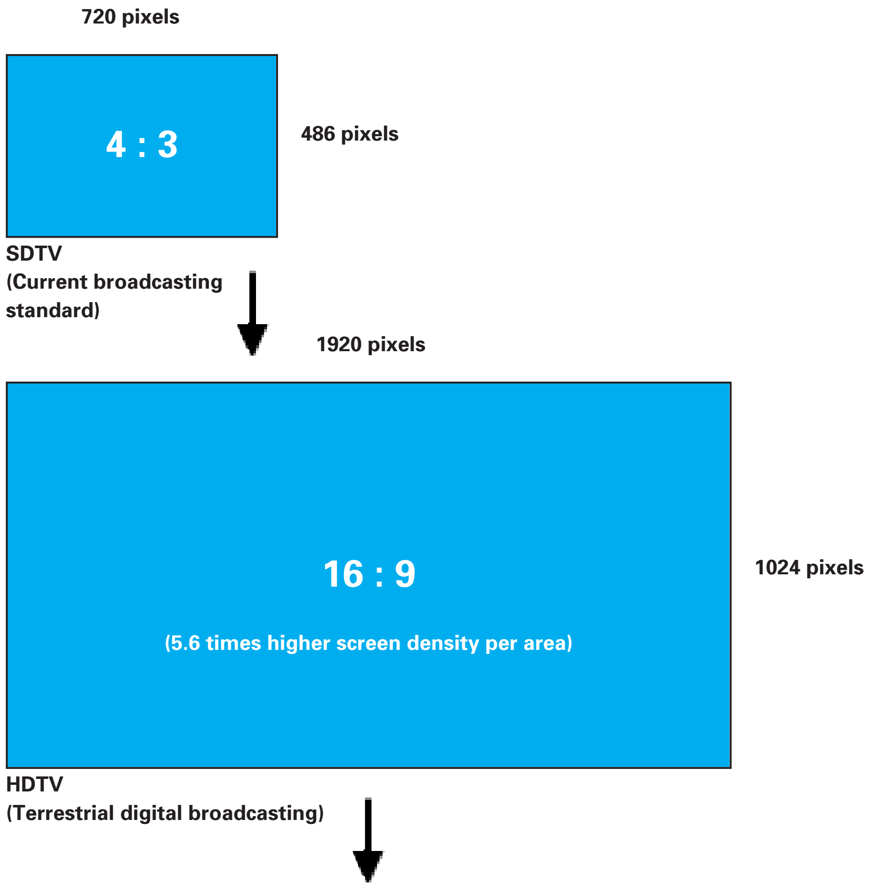
- The keyboard shortcut assignment can be edited.

Browser Window

- A file browser with links to the Scene Table, Direction, and Message Board has been implemented to facilitate selection of files and folders, selection of the saving location, and file operations.

RETAS!PRO HD Main Features

Tool for creating high resolution, high quality video image required by HD


720 pixels
4 : 3
486 pixels
SDTV
(Current broadcasting standard)
1920 pixels
16 : 9
(5.6 times higher screen density per area)
1024 pixels
HDTV
(Terrestrial digital broadcasting)

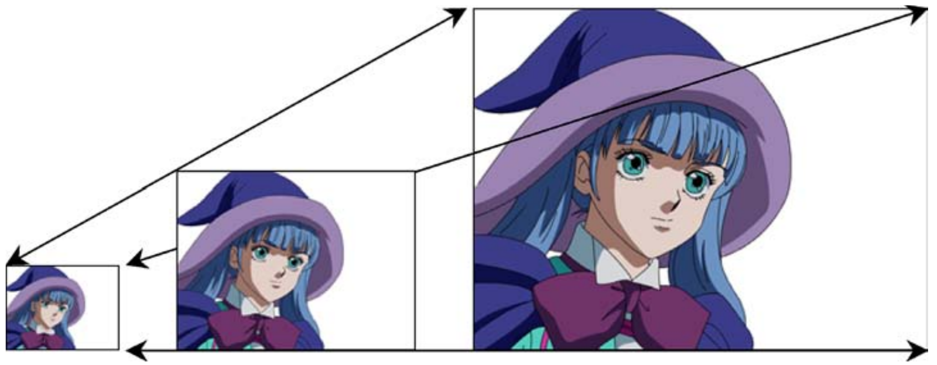
Possibilities will become limited if working only with conventional raster-based images

RETAS!PRO two approaches for dealing with the HD era

- Vector image: all RETAS!PRO applications handle vector images in addition to the raster images.
- Better screen presentation because of the support for 16 bits/channel and enhancements in the special effects.

One-source, Multi-use: from cinema animation to web animation

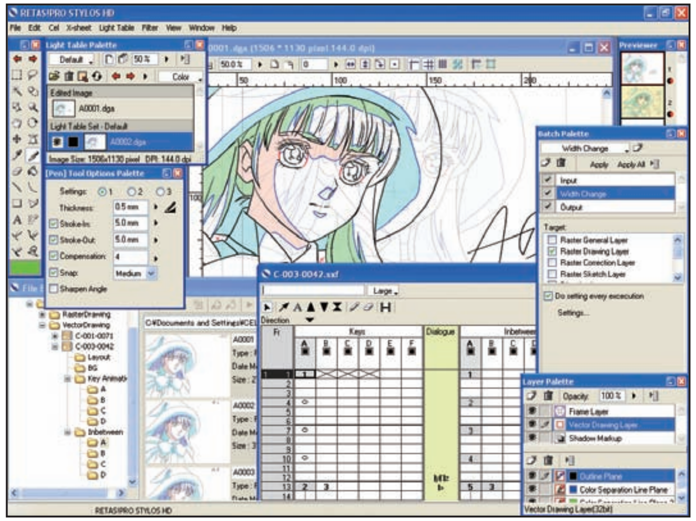
Reduced!	Enlarged!
Wireless content delivery services	HDTV
Flash animation	Cinema animation
Streaming	Publication



Original material

Vector images created with the RETAS!PRO HD series are scalable; allowing you to give the material a second use (multiuse), a fact of ever increasing importance in the animation industry.

STYLOS HD: Main Features



STYLOS HD: Basic Functions

Natural touch

- Functions such as "Stroke-in, Stroke-out, Compensation," or the highly sensitive pen pressure detection can be used to create smooth lines with natural touch.

Drawing paper rotation

- The image on screen can be rotated for easier drawing just like an artist would do with a drawing on a table. This function allows you to apply practical drawing techniques such as "drawing paper rotation" or "off-peg registration (overlapping on slightly displaced preceding inbetween)".

Light Table

- Multiple keys or inbetweens can be viewed transparently on the Light Table, scaled, and rotated. Colors can also be picked up from the Light Table for painting.

Conforming to actual drawing workflow

- STYLOS HD can be used for drawing the layouts, keys, corrections, and inbetweens, etc. so as to match an actual workflow.

Export to CoreRETAS X-sheet

- STYLOS X-sheet can be exported directly to CoreRETAS X-sheet for shooting, for editing of special effects, and recording.

Direction layer

- The Direction layer can be used to include different kinds of directions.

Export to EPS, Flash (SWF)

- The images can be exported to Flash animation format (SWF) for web browsing.

STYLOS HD: New Functions

Drawing tool for animators with a supreme drawing touch

- Support for vector and raster drawing: vector for high quality image and raster for delicate expressions.
- Multi-layer function, improved Light Table achieve a working environment closer to an animator's feeling.
- STYLOS HD allows you to draw all keys and inbetweens layout drawings as well as draw the inbetweens from scanned keys.

Vector drawing engine - for more beautiful lines

- The vector drawing engine has been redesigned to avoid blurs or slight differences in traces that tended to occur when drawing a line over another with the previous engine.
- Ultimate vector drawing engine that gives the feeling of drawing with paper and pencil.

Raster drawing engine - for delicate expressions

- A raster drawing engine that processes the data internally with 8 times the necessary resolution to achieve high resolution, high quality enlarged images.

Drawing table image swapping

- The image on the drawing table can be swapped with an image on the Light Table without changing their order in the Light Table.

Paperless workflow

- All directions, from those related to layout, key, and/or inbetween drawing to correction, shadow markup, and cel chart can be entered as data retrievable from any downstream process.

Backward compatibility

Backward compatibility (data exchange with previous versions)

- RETAS!PRO HD series is NOT a software that only handles proprietary (DGA, CEL) formats.
- RETAS!PRO HD series is designed with consideration to compatibility with older versions both from data and workflow point-of-view which are very important to the studios producing animation professionally.

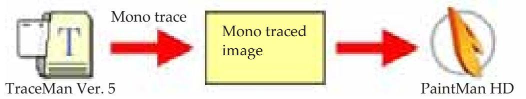
Possibility of using the conventional mono traced image workflow only

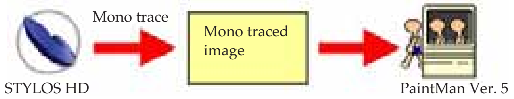
- RETAS!PRO HD can be placed in a workflow implemented with older versions of RETAS!PRO, or place Ver. 5 series in a workflow implemented with RETAS!PRO HD by limiting the used images to mono traced images in general image format (e.g., TGA).

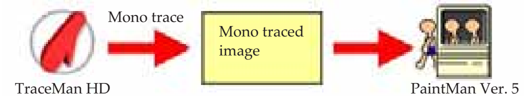
Support for mixed conventional and HD series environment

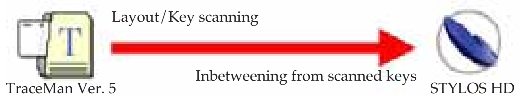
Migration from older versions to HD series can be gradual.

Example: Either of the following workflows is possible.


Mono trace
TraceMan Ver. 5
Mono traced image
PaintMan HD


Mono trace
STYLOS HD
Mono traced image
PaintMan Ver. 5


Mono trace
TraceMan HD
Mono traced image
PaintMan Ver. 5


Layout/Key scanning
TraceMan Ver. 5
Inbetweening from scanned keys
STYLOS HD

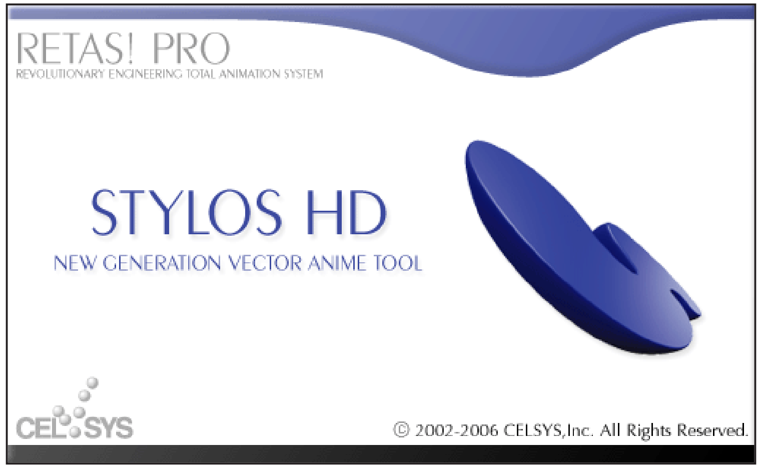
Chapter 3

Quick Guide

Preparations

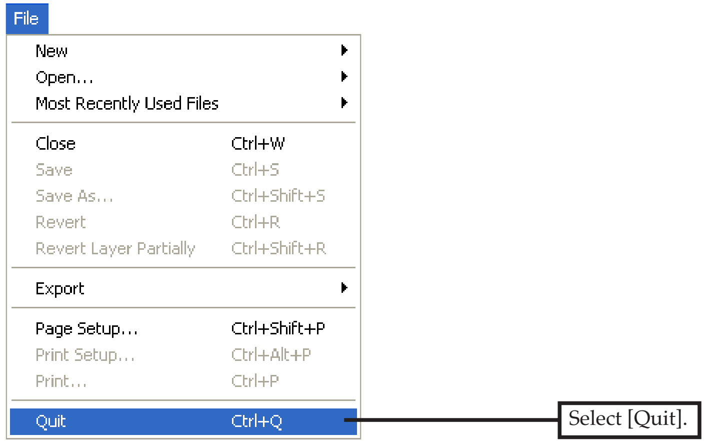
Starting STYLOS HD

To start, double click the STYLOS HD icon. The startup screen appears when STYLOS HD starts.


RETAS! PRO
REVOLUTIONARY ENGINEERING TOTAL ANIMATION SYSTEM
STYLOS HD
NEW GENERATION VECTOR ANIME TOOL
CELSYS
© 2002-2006 CELSYS,Inc. All Rights Reserved.

Quitting STYLOS HD

To quit, select [Quit] from the [File] menu (Windows) or from the application menu (Macintosh).

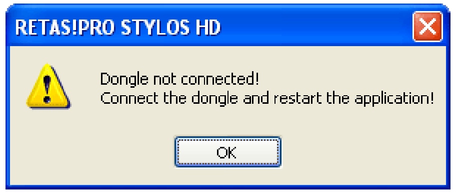

File
New
Open…
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As… Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Page Setup… Ctrl+Shift+P
Print Setup… Ctrl+Alt+P
Print… Ctrl+P
Quit Ctrl+Q

Select [Quit].

(Example from Windows.)

Dongle check

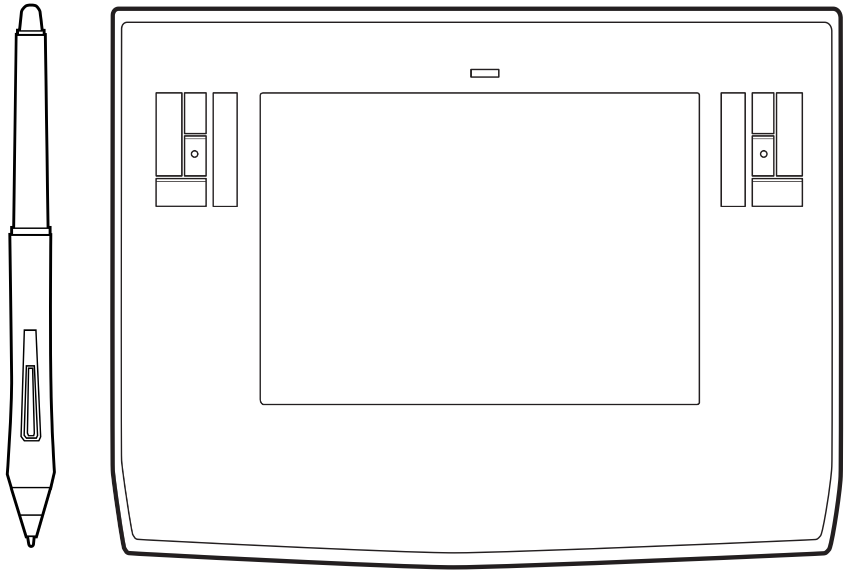
If the following warning dialog box appears instead of the startup screen, quit the system and check whether the dongle is inserted correctly.


RETAS!PRO STYLOS HD
OK

Dongle not connected!
Connect the dongle and restart the application!

Connecting a graphics tablet

Connect the graphics tablet and install the graphics tablet driver.
* For details, refer to the graphics tablet documentation.



Tips

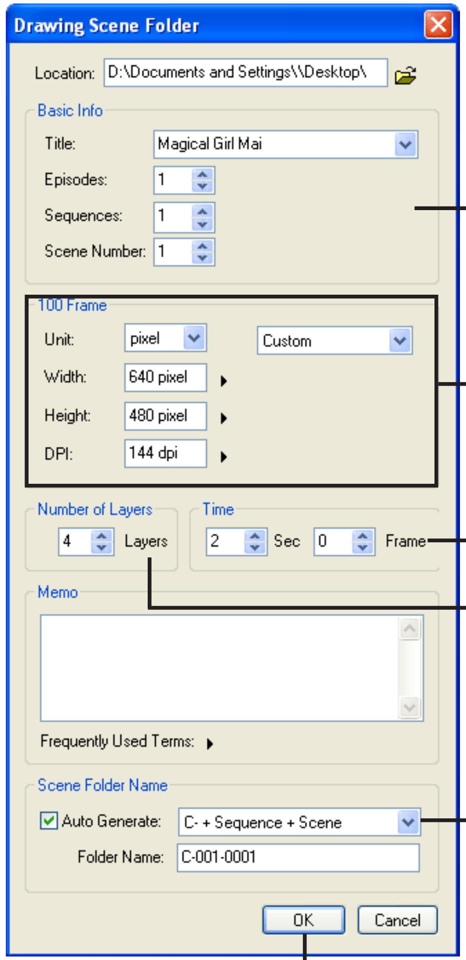
For drawing, use the [Pen] tool on the graphics tablet.

Creating a folder (100Frame setting)

Firstly, create a folder for saving the images to be drawn with STYLOS HD by following the procedure below.

1. Open the dialog box.

Select [New] → [Scene Folder] from the [File] menu. The [Drawing Scene Folder] dialog box appears.



Drawing Scene Folder

Location: D:\Documents and Settings\\Desktop\

Basic Info

Title: Magical Girl Mai

Episodes: 1

Sequences: 1

Scene Number: 1

100 Frame

Unit: pixel Custom

Width: 640 pixel

Height: 480 pixel

DPI: 144 dpi

Number of Layers: 4 Layers

Time: 2 Sec 0 Frame

Memo

Frequently Used Terms:

Scene Folder Name

☑ Auto Generate: C- + Sequence + Scene

Folder Name: C-001-0001

❶ Enter the "basic information" such as title, number of episodes, number of sequences, and scene number.

❷ Enter the
- **Screen width and height**
- **DPI**

for the 100Frame.

❸ Enter the time length of the scene.

❹ Select the number of layers (the number of cels to arrange in the cel stack).

❺ Select the "Auto Generate" check box to generate the folder name automatically from the sequence, the scene number, etc.

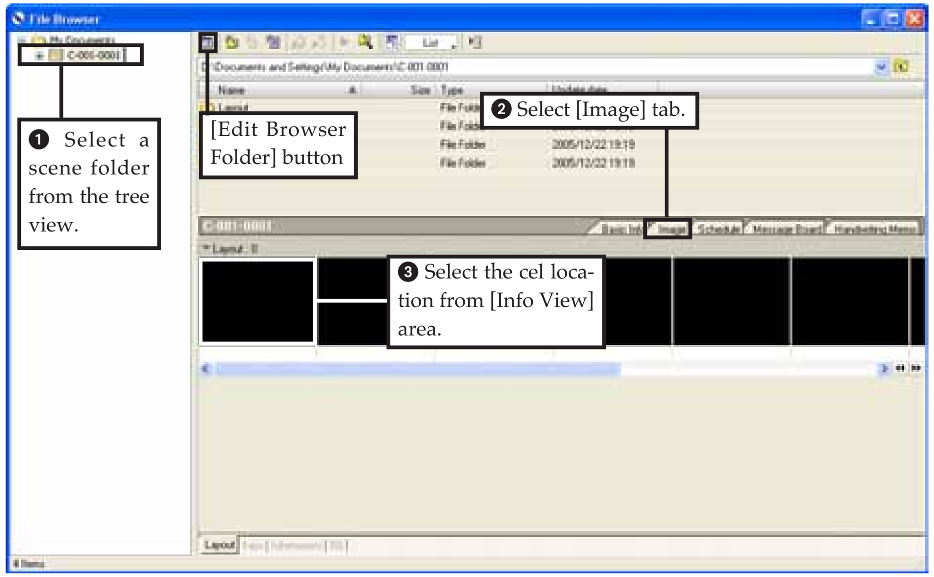
❻ Configure the settings then click [OK] to create the scene folder.

Opening the file browser

The procedure for opening the file browsing tool (file browser) is as follows.

1. Open the file browser.

Select [File Browser] from the [Window] menu to open the file browser.



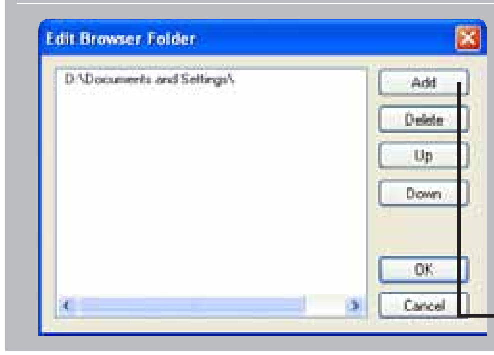
❶ Select a scene folder from the tree view.

[Edit Browser Folder] button

❷ Select [Image] tab.

❸ Select the cel location from [Info View] area.

Tips



Edit Browser Folder

D:\Documents and Settings\

The file browser can show only the tree under the target and configured folder.

Clicking [Edit Browser Folder...] on the [File Browser] shows the dialog box at the left.

Click [Add] to add a target folder in the [File Browser].

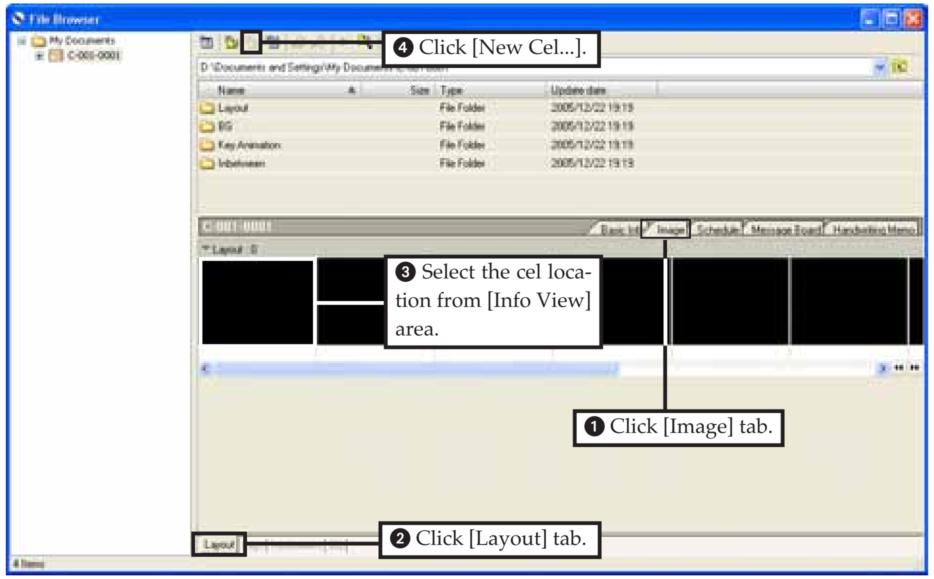
Layout (key animator)

Creating a drawing paper (raster format)

The procedure for creating a drawing paper for layouts is as follows.

1. Open the file browser ([Image] tab → [Layout] tab).

The screen returns to the [File Browser].



➍ Click [New Cel...].

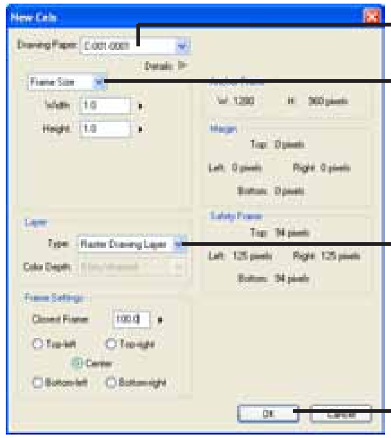
➌ Select the cel location from [Info View] area.

➊ Click [Image] tab.

➋ Click [Layout] tab.

2. Open the New Cels dialog box.

The [New Cels] dialog box appears. Create a raster drawing layer of standard size.



➊ Select [Standard].

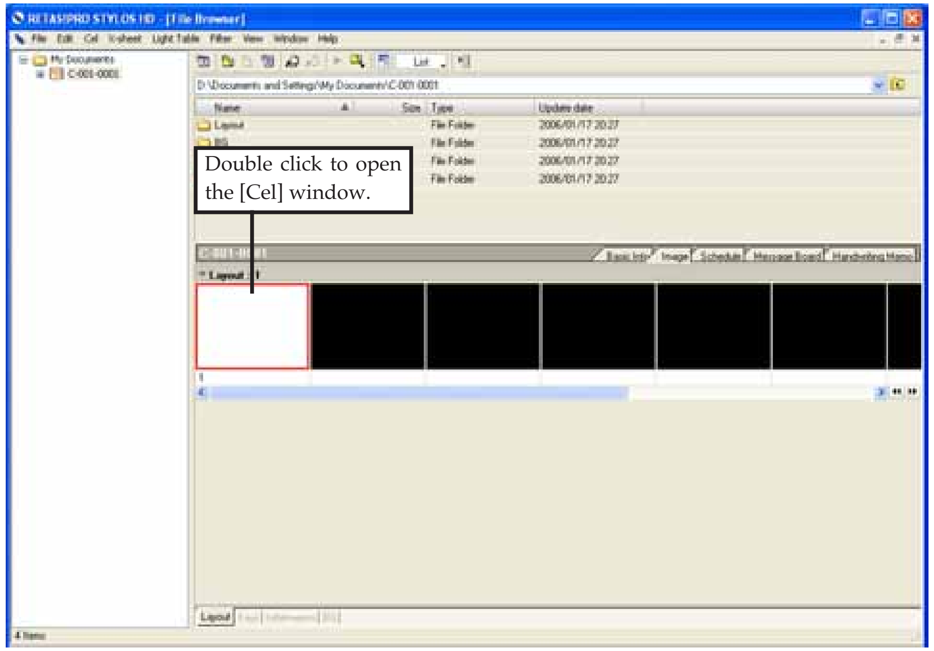
➋ Selecting [Frame Size] makes the system to prepare a drawing paper of relative size "1" which is shown in the [Drawing Paper] section.

➌ Select [Raster Drawing Layer].

➍ Click [OK] to finish with the settings.

3. Open the Cel window.

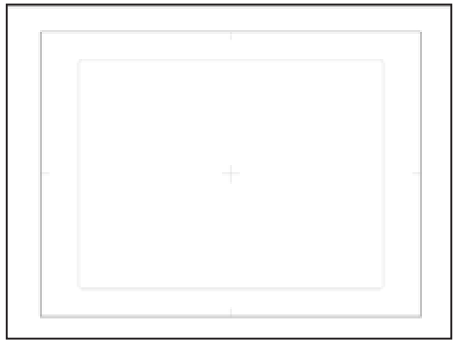
Open the created drawing paper in the [Cel] window.



Double click to open the [Cel] window.

4. Completion

The drawing paper is ready for use.



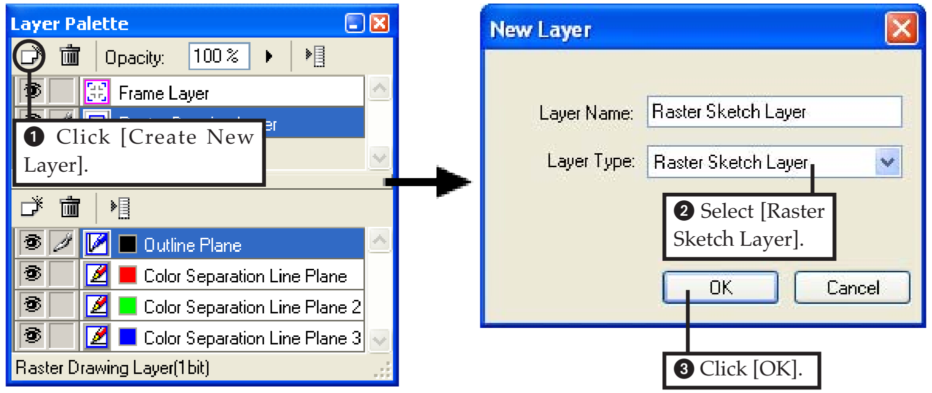
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Layout sketch (raster sketch layer)

The procedure for drawing a layout sketch is as follows.

1. Create a raster sketch layer.

Open the [Layer Palette] from the [Window] menu.


Layer Palette
Opacity: 100 %
Frame Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)
New Layer
OK
Cancel

❶ Click [Create New Layer].

Layer Name: Raster Sketch Layer

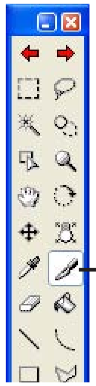
Layer Type: Raster Sketch Layer

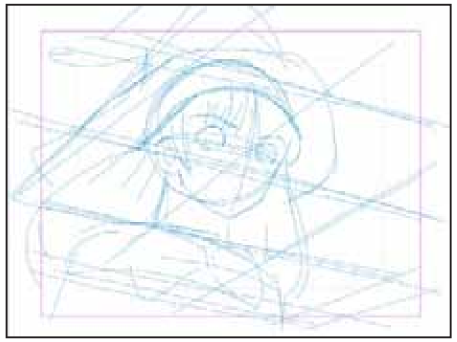
❷ Select [Raster Sketch Layer].

❸ Click [OK].

2. Draw in the Cel window.

Draw the layout sketch using the [Pen] tool on the [Tool Palette].





Tips

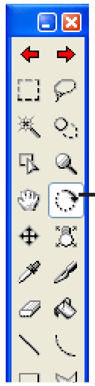
A characteristic of the [Raster Sketch Layer] is that it allows you to draw grayscale lines.
The raster sketch layer can be used also for sketching keys and inbetweens.

Rotating the screen (Rotate tool) K

When the screen orientation is not convenient for working comfortably, rotate the screen by following the procedure below.

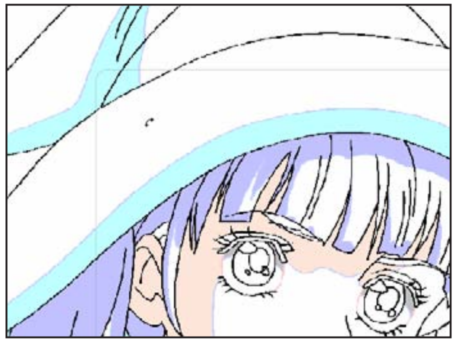
1. Select Rotate tool.

Select [Rotate] tool from the [Tool Palette].


[Rotate] tool

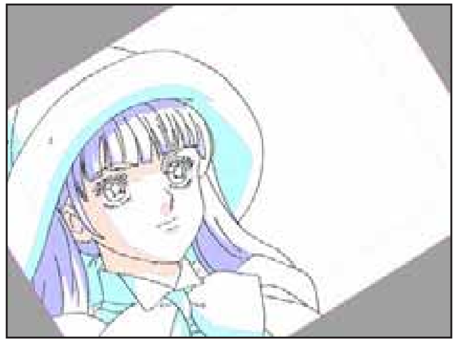
2. Drag on the screen.

Drag on the screen you want to rotate.



3. Completion

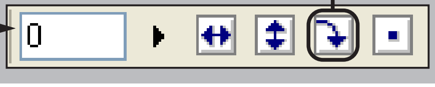
The screen is rotated along the cross shown in the screen center.



Tips

There are alternative ways to rotate the screen:

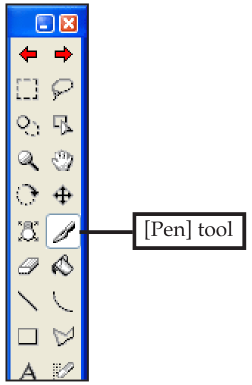
1. Using the tool bar (nudge using numeric value)
2. Selecting [View] menu → [Rotate]


[Rotate 90 Degrees]
0

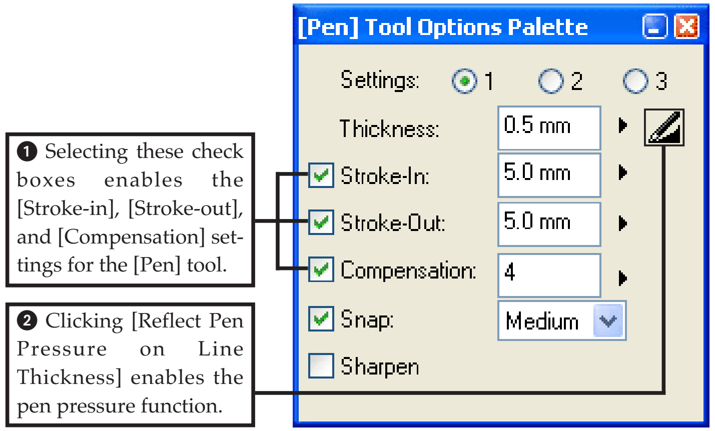
Drawing a line (Pen tool) [P]

The STYLOS HD [Pen] tool allows you to draw lines with natural touch.

1. Select the [Pen] tool.



2. Configure the Tool Options Palette.



❶ Selecting these check boxes enables the [Stroke-in], [Stroke-out], and [Compensation] settings for the [Pen] tool.

❷ Clicking [Reflect Pen Pressure on Line Thickness] enables the pen pressure function.

[Pen] Tool Options Palette

Settings: ● 1 ○ 2 ○ 3

Thickness: 0.5 mm

☑ Stroke-In: 5.0 mm

☑ Stroke-Out: 5.0 mm

☑ Compensation: 4

☑ Snap: Medium

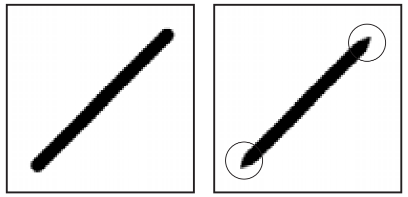
☐ Sharpen

Configuring the stroke-in, stroke-out, and pen pressure

The STYLOS HD stroke-in, stroke-out, compensation, and pen pressure functions allow you to draw more natural lines.

1. Stroke-in/stroke-out, compensation

The stroke-in/stroke-out and compensation functions allow you to vary the pen pressure at the start and at the end of a line. They can also be used to smooth jiggles in the line.

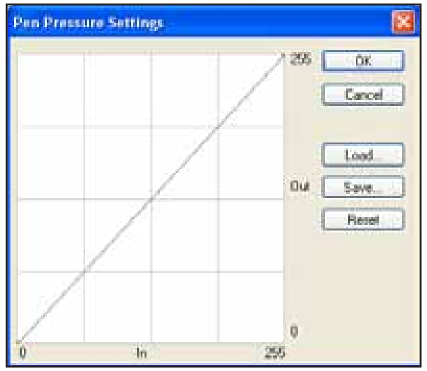


[Stroke-in], [Stroke-out] OFF

[Stroke-in], [Stroke-out] ON

2. Configure the pen pressure settings.

To configure the pen pressure settings, open the [Pen Pressure Settings] dialog box by selecting [Edit] menu → [Settings] → [Pen Pressure...].

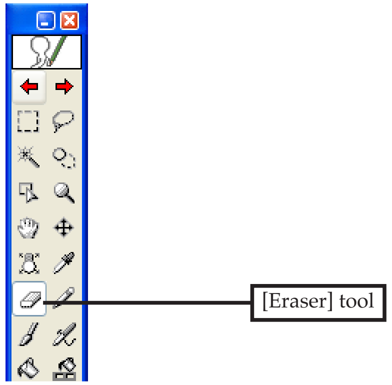


Erasing a line (Eraser tool) [E]

The procedure for erasing a line drawn by mistake is as follows.

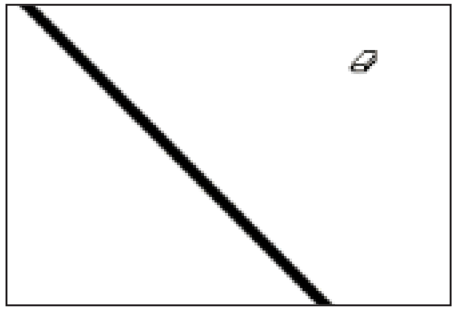
1. Select Eraser tool.

Select [Eraser] tool from the [Tool Palette].



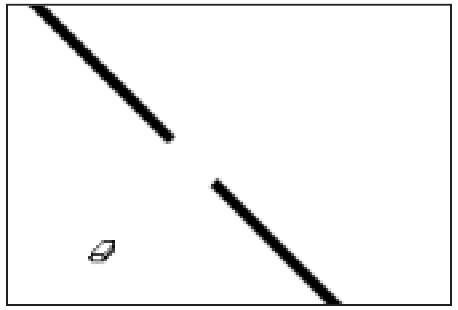
2. Drag on the target part.

Drag on the part of the line you want to erase.



3. Completion

The part of the line is erased.



Tips

The size of the mouse pointer can reduced by pressing the [Alt/Opt] key.
The size of the Eraser tool can be configured using the [Tool Options Palette].

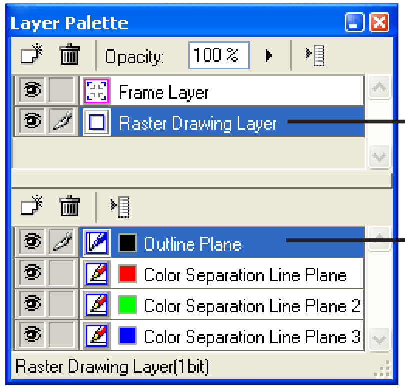
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Layout (raster drawing layer → outline plane)

The procedure for drawing a layout is as follows.

1. Select the outline plane of the raster drawing layer.

Select [Layer Palette] from the [Window] menu.

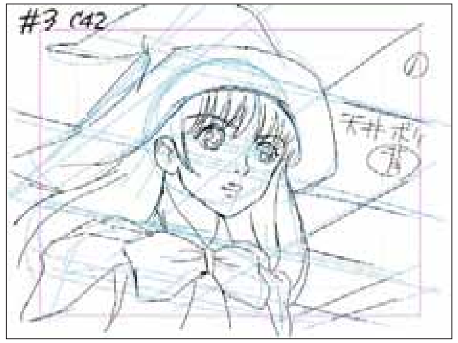

Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Select [Raster Drawing Layer].

❷ Select [Outline Plane].

2. Draw in the Cel window.

Select [Pen] tool from the [Tool Palette] and draw the layout.

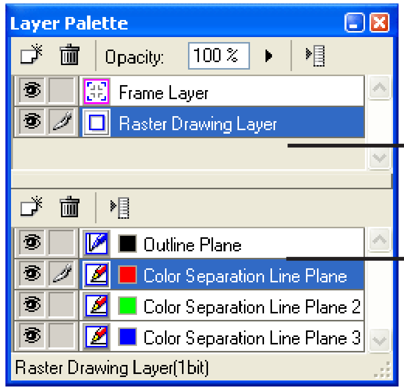


Painting the cel in red (color separation line plane: red)

The procedure for painting in red the layout image part to inbetween (put on cels) is as follows.

1. Select red for the color separation line plane of the raster drawing layer.

Select [Layer Palette] from the [Window] menu.

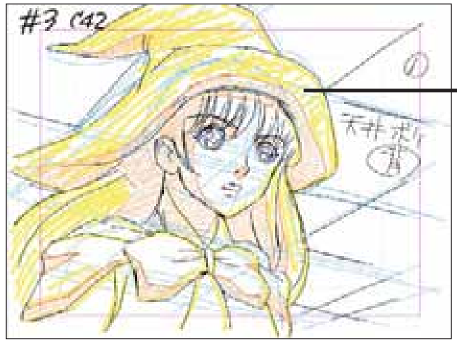

Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Select [Raster Drawing Layer].

❷ Select red for [Color Separation Line Plane].

2. Draw in the Cel window.

Select [Pen] tool from the [Tool Palette] and draw the cel part.

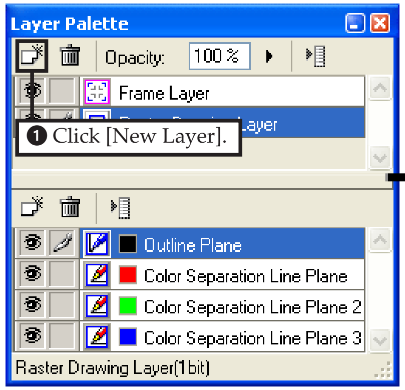


Shown in red when drawn on the red [Color Separation Line Plane].

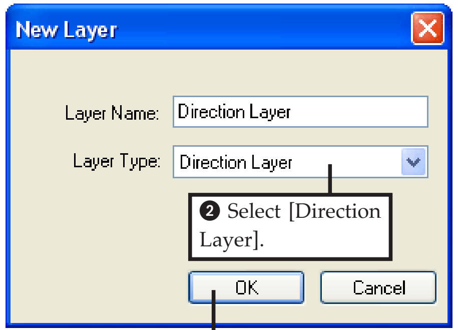
Shooting direction (direction layer)

The procedure for including a shooting direction to a layout image is as follows.

1. Create a direction layer.


Layer Palette
Opacity: 100 %
Frame Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Click [New Layer].


New Layer
OK
Cancel

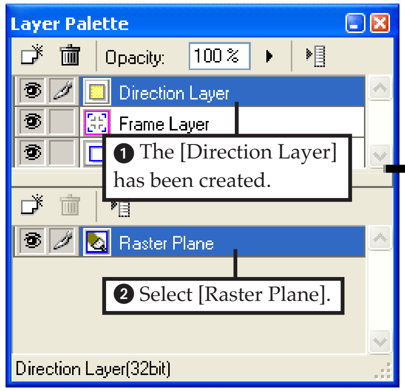
Layer Name: Direction Layer

Layer Type: Direction Layer

❷ Select [Direction Layer].

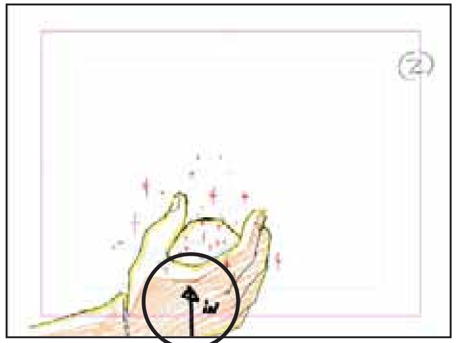
❸ Click [OK].

2. Draw in the Cel window.


Layer Palette
Opacity: 100 %
Direction Layer
Frame Layer
Raster Plane
Direction Layer(32bit)

❶ The [Direction Layer] has been created.

❷ Select [Raster Plane].

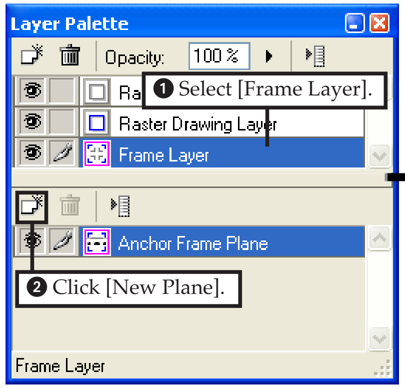


❸ Select [Pen] tool from the [Tool Palette] and draw/write the directions in the [Cel] window.

Adding a shooting direction: framing (shooting frame plane)

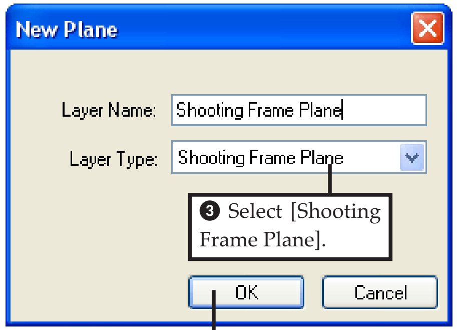
The procedure for adding a shooting direction of framing is as follows.

1. Create a shooting frame plane of the frame layer.


Layer Palette
Opacity: 100 %
Raster Drawing Layer
Frame Layer
Anchor Frame Plane
Frame Layer

❶ Select [Frame Layer].

❷ Click [New Plane].


New Plane
OK
Cancel

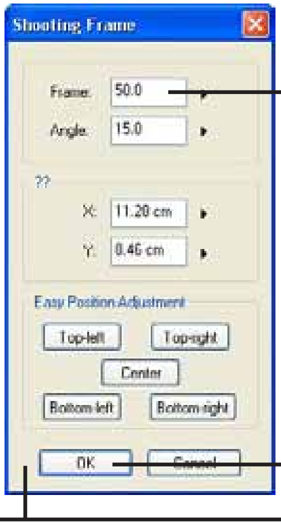
Layer Name: Shooting Frame Plane

Layer Type: Shooting Frame Plane

❸ Select [Shooting Frame Plane].

❸ Click [OK].

2. Specify the shooting frame size and position.


Shooting Frame
??
Easy Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

Frame: 50.0

Angle: 15.0

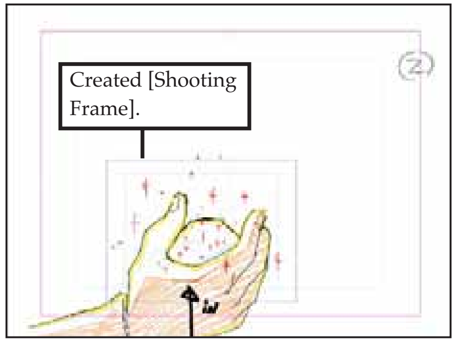
X: 11.20 cm

Y: 0.46 cm

❷ Specify the size in [Frame].

❸ Click [OK].

❶ The [Shooting Frame] dialog box appears when the [Shooting Frame Plane] is created. Specify the size, angle, and position.



Created [Shooting Frame].

Tips

The [Shooting Frame] size, angle, and position can be specified only with the [Shooting Frame] dialog box. To show it again, select [Show Plane Menu] menu → [Settings...] from the [Layer Palette].

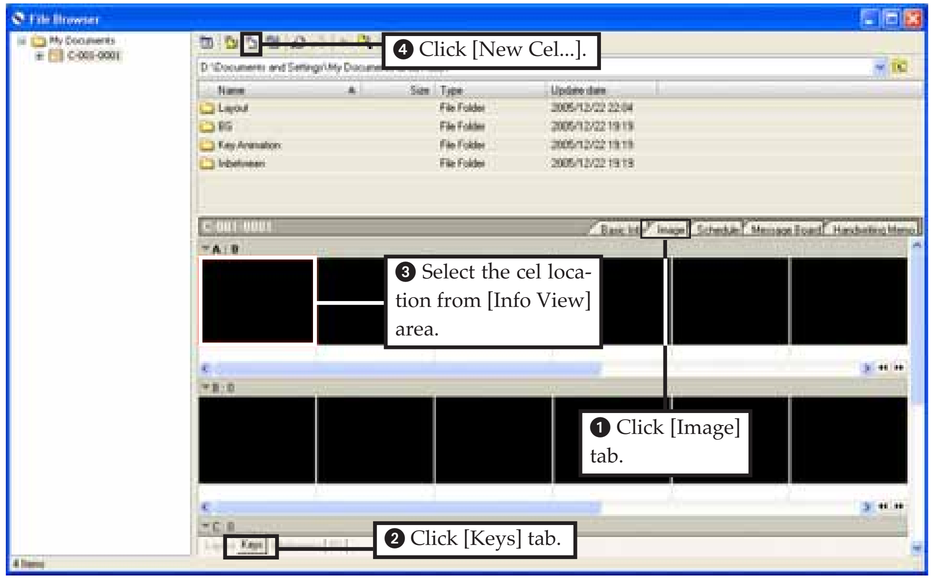
Keys (key animator)

Creating a drawing paper (raster drawing layer)

The procedure for creating a drawing paper for keys is as follows.

1. Open the file browser ([Image] tab → [Layout] tab).

The screen returns to the [File Browser].



Name	Size	Type	Update date
Layout		File Folder	2005/12/22 22:04
BG		File Folder	2005/12/22 19:19
Key Animation		File Folder	2005/12/22 19:19
Inbetween		File Folder	2005/12/22 19:19

❶ Click [Image] tab.

❷ Click [Keys] tab.

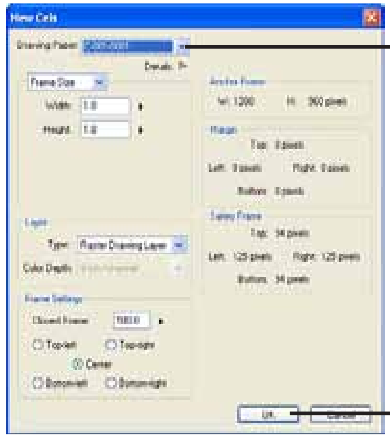
❸ Select the cel location from [Info View] area.

❹ Click [New Cel...].

File Browser
My Documents
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Keys
4 Items

2. Open the New Cels dialog box.

The [New Cels] dialog box appears. Create a raster drawing layer of standard size.



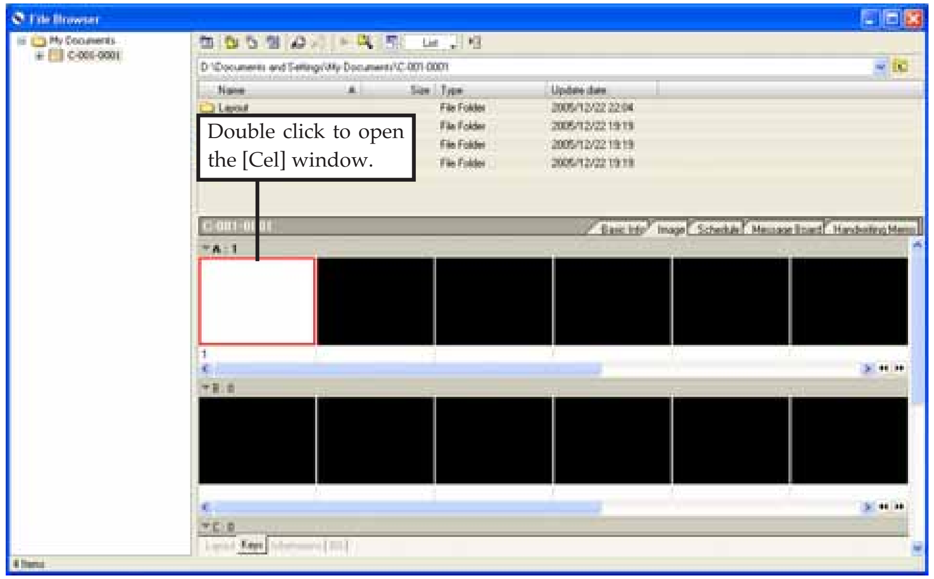
❶ Do not change this when there is no camera work.

❷ Click [OK] to finish with the settings.

New Cels
Drawing Paper
Details
Frame Size
Width
Height
Layer
Type
Raster Drawing Layer
Color Depth
Frame Settings
Top-left
Top-right
Center
Bottom-left
Bottom-right
Top
Left
Right
Bottom
OK
Cancel

3. Open the Cel window.

Open the created drawing paper in the [Cel] window.

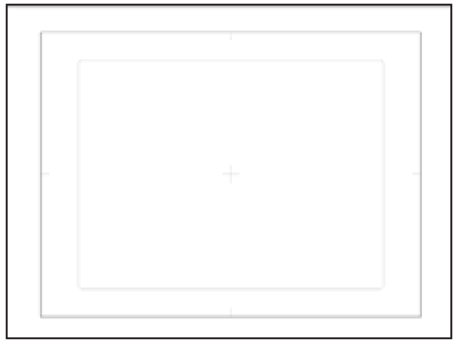


Double click to open the [Cel] window.

File Browser
My Documents
C-001-0001
Layout
File Folder
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Keys
4 Items

4. Completion

The drawing paper is ready for use.

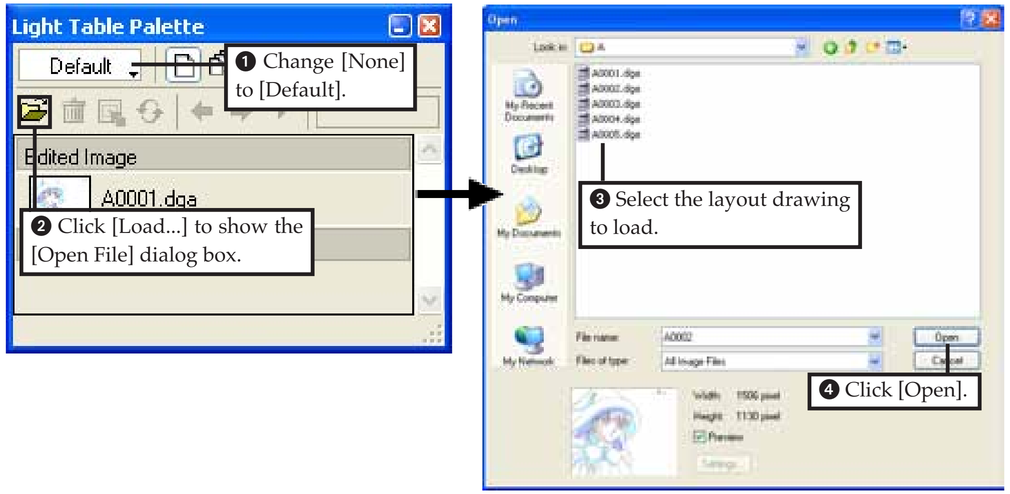


Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Using the light table

The procedure for loading the layout drawing to the light table and showing it transparently through the key is as follows.

1. Load the layout to the light table.


Light Table Palette
Default
Edited Image
A0001.dga
Open
Look in:
A0001.dga
A0002.dga
A0003.dga
A0004.dga
A0005.dga
My Recent Documents
Desktop
My Documents
My Computer
My Network
File name:
A0002
Files of type:
All Image Files
Open
Cancel
Width 1506 pixel
Height 1130 pixel
Preview

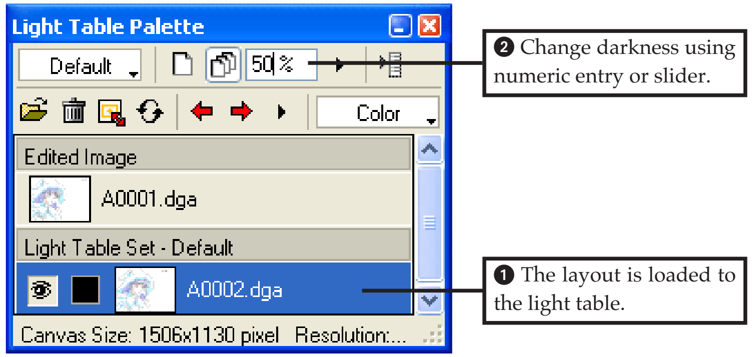
❶ Change [None] to [Default].

❷ Click [Load...] to show the [Open File] dialog box.

❸ Select the layout drawing to load.

❹ Click [Open].

2. Make the layout transparent.


Light Table Palette
Default
50 %
Color
Edited Image
A0001.dga
Light Table Set - Default
A0002.dga
Canvas Size: 1506x1130 pixel Resolution:...

❶ The layout is loaded to the light table.

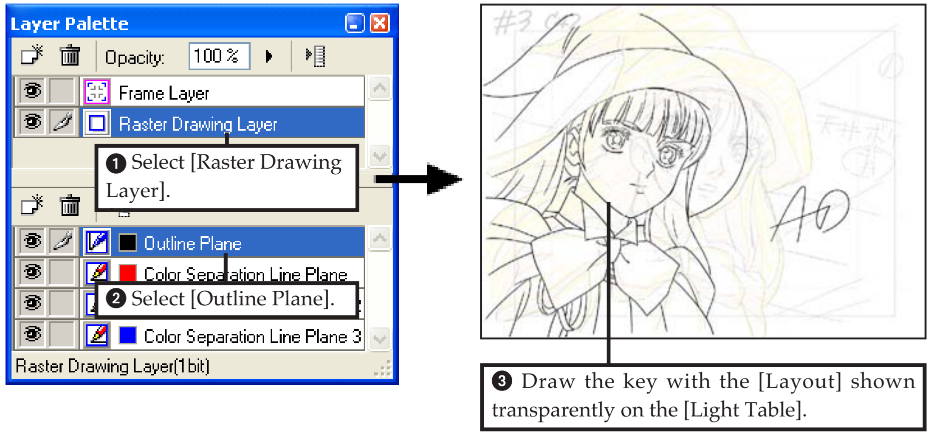
❷ Change darkness using numeric entry or slider.

Keys (outline plane)

Select [Pen] tool from the [Tool Palette] and draw the key outlines.

1. Select the outline plane of the drawing layer.

2. Draw the key.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Select [Raster Drawing Layer].

❷ Select [Outline Plane].

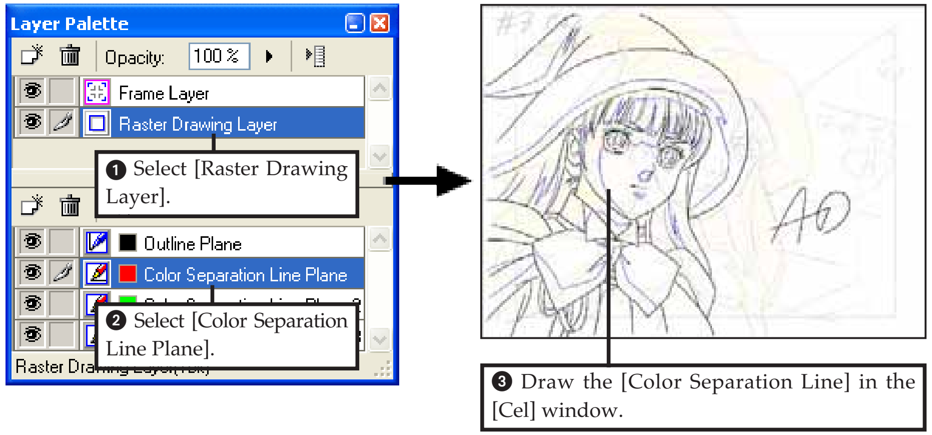
❸ Draw the key with the [Layout] shown transparently on the [Light Table].

Color separation line (color separation line plane)

The procedure for selecting the [Pen] tool from the [Tool Palette] and drawing the key color separation line is as follows.

1. Select the color separation line plane of the drawing layer.

2. Draw the color separation line.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Raster Drawing Layer(1bit)

❶ Select [Raster Drawing Layer].

❷ Select [Color Separation Line Plane].

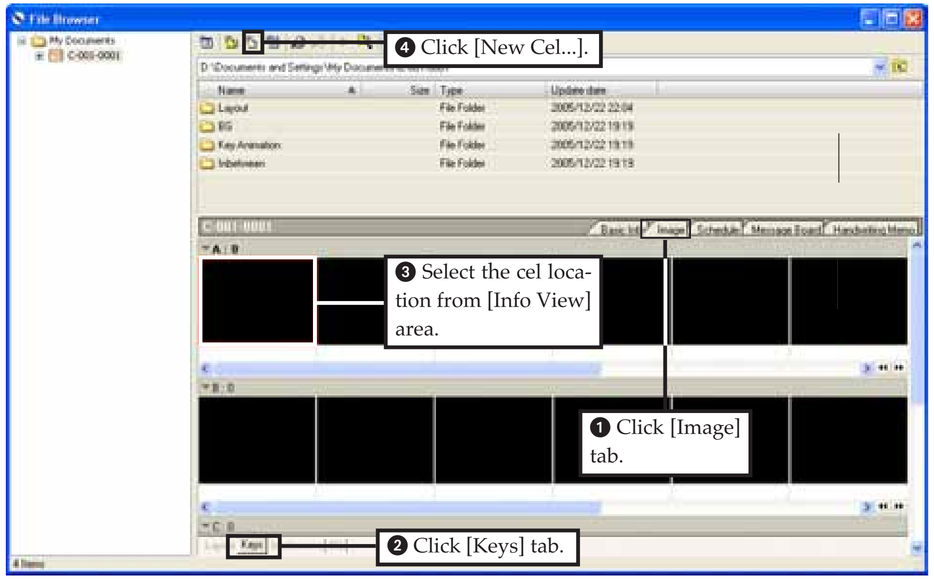
❸ Draw the [Color Separation Line] in the [Cel] window.

Creating a drawing paper (vector drawing layer)

The procedure for drawing using vectors with STYLOS is as follows.

1. Open the file browser ([Image] tab → [Layout] tab).

The screen returns to the [File Browser].



❶ Click [Image] tab.

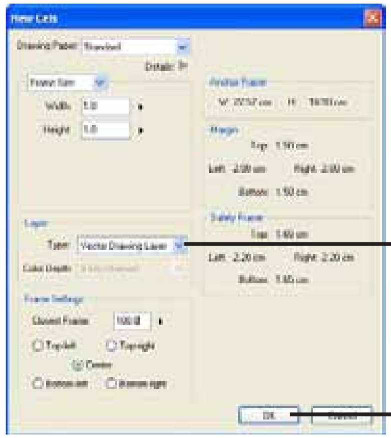
❷ Click [Keys] tab.

❸ Select the cel location from [Info View] area.

❹ Click [New Cel...].

2. Open the New Cels dialog box.

The [New Cels] dialog box appears. Create a vector drawing layer.

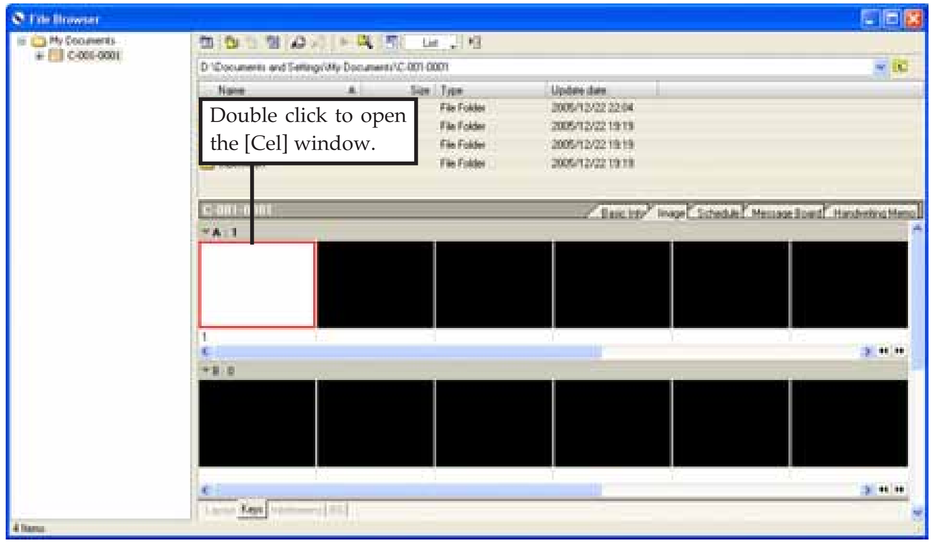


❶ Select [Vector Drawing Layer].

❷ Click [OK] to finish with the settings.

3. Open the Cel window.

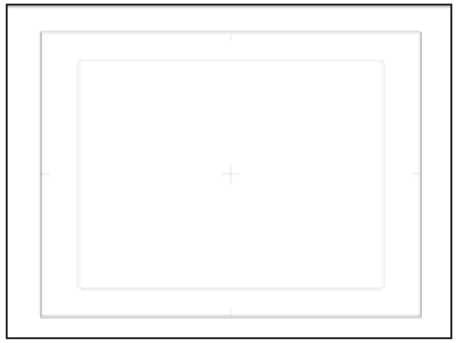
Open the created drawing paper in the [Cel] window.



Double click to open the [Cel] window.

4. Completion

The drawing paper is ready for use.



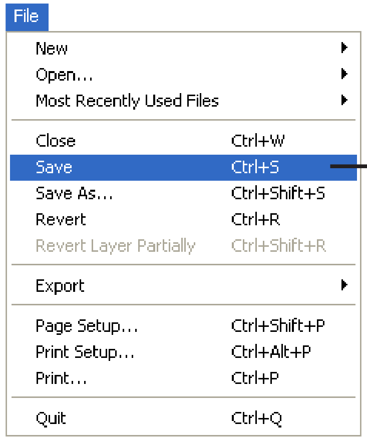
Tips

In one [Cel] window, you can create either a [Vector Drawing Layer] or a [Raster Drawing Layer].

Saving and creating subsequent cels

The procedure for saving the first image and creating the drawing paper for subsequent cels is as follows.

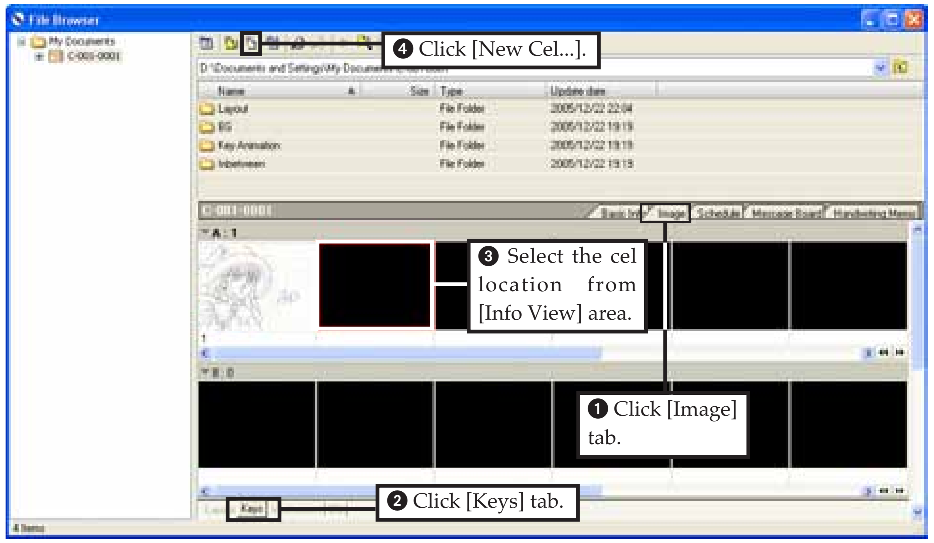
1. Save.


File
New
Open...
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As... Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Page Setup... Ctrl+Shift+P
Print Setup... Ctrl+Alt+P
Print... Ctrl+P
Quit Ctrl+Q

Select [Save] from the [File] menu to save the cel in the scene folder specified at cel creation.

2. Create a subsequent drawing paper.

The screen returns to the [File Browser].


File Browser
My Documents
C-001-0001
Name
Size
Type
Update date
Layout
BG
Key Animation
Inbetween
File Folder
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Keys

❹ Click [New Cel...].

❸ Select the cel location from [Info View] area.

❶ Click [Image] tab.

❷ Click [Keys] tab.

Create the subsequent drawing papers in the new [Cel] window that you have created.

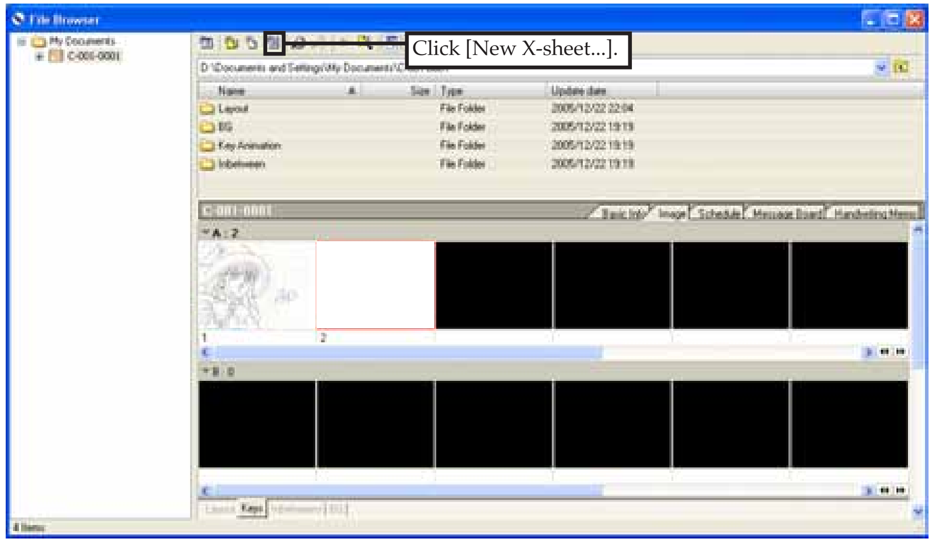
X-sheet assemblage (key animator)

Creating a new X-sheet

Firstly, create an X-sheet file in the drawing scene folder you are using for your work by following the procedure below.

1. Open the file browser.

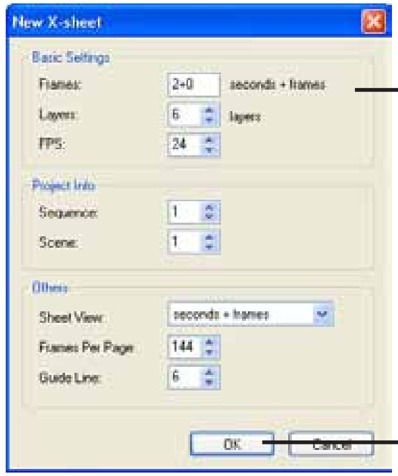
The screen returns to the file browser.


File Browser
My Documents
C-001-0001
Name
Size
Type
Update date
Layout
BG
Key Animation
Inbetween
File Folder
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Keys

Click [New X-sheet...].

2. Create X-sheet dialog box.

The [New X-sheet] dialog box appears.


New X-sheet
Basic Settings
Project Info
Others
OK
Cancel

Frames: 2+0 seconds + frames
Layers: 6 layers
FPS: 24
Sequence: 1
Scene: 1
Sheet View: seconds + frames
Frames Per Page: 144
Guide Line: 6

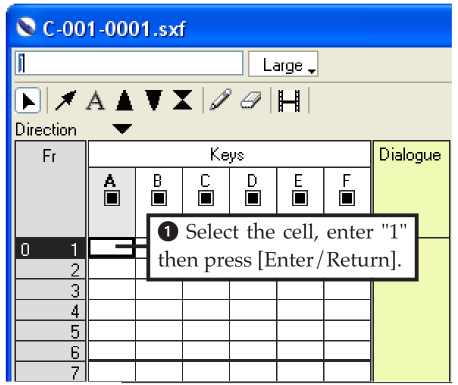
❶ Specify number of frames, number of layers, and FPS.

❷ Configure the settings then click [OK] to create the X-sheet in the scene folder.

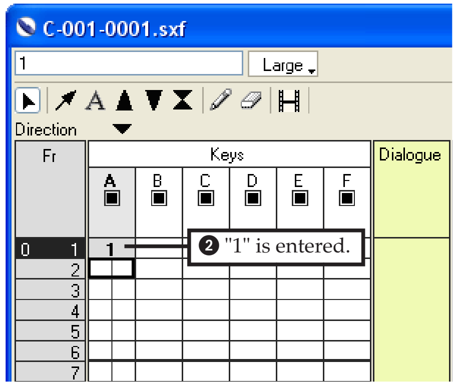
Entering the key number

The procedure for assembling an X-sheet by entering the key number in the X-sheet is as follows.

1. Enter the first frame.

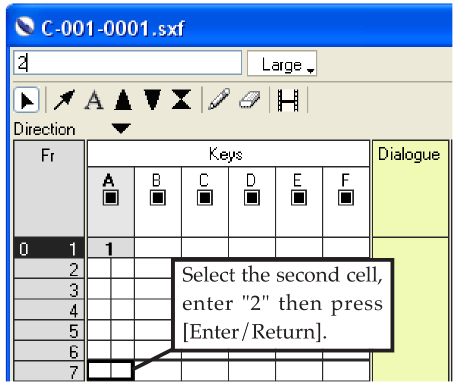

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A
B
C
D
E
F

❶ Select the cell, enter "1" then press [Enter/Return].


C-001-0001.sxf
1
Large
Direction
Fr
Keys
Dialogue

❷ "1" is entered.

2. Enter the second frame.


C-001-0001.sxf
2
Large
Direction
Fr
Keys
Dialogue

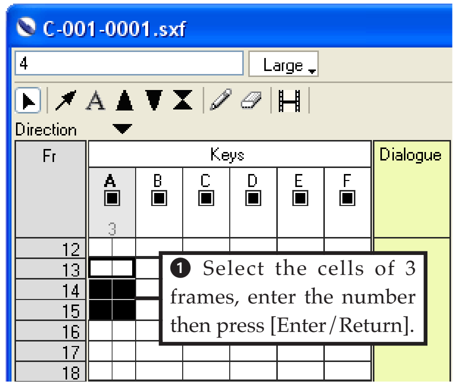
Select the second cell, enter "2" then press [Enter/Return].

Tips

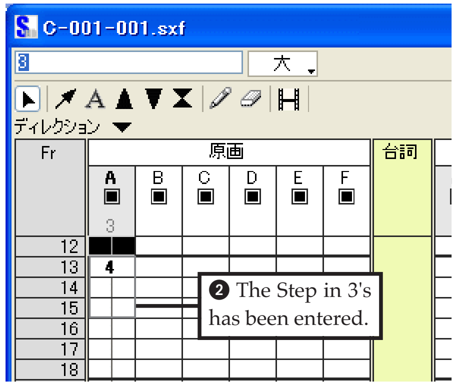
To correct a number, select the cell and reenter.

Entering a Step in 3's

The procedure for entering a Step in 3's in the X-sheet is as follows.


C-001-0001.sxf
4
Large
Direction
Fr
Keys
Dialogue

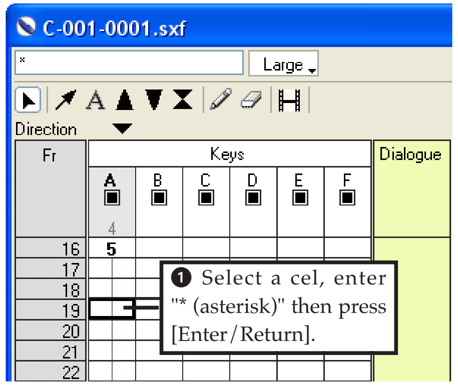
❶ Select the cells of 3 frames, enter the number then press [Enter/Return].


C-001-001.sxf
3
大
ディレクション
Fr
原画
台詞

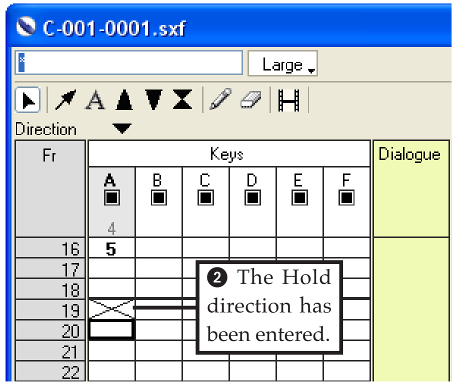
❷ The Step in 3's has been entered.

Entering a Hold direction

The procedure for entering a Hold direction sign in the X-sheet is as follows.


C-001-0001.sxf
*
Large
Direction
Fr
Keys
Dialogue

❶ Select a cel, enter "* (asterisk)" then press [Enter/Return].


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue

❷ The Hold direction has been entered.

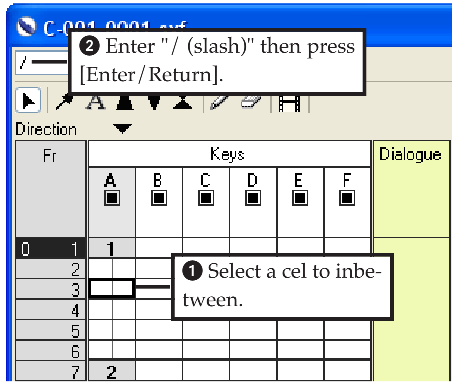
Tips

The cel also accepts alphanumerical signs such as "3A".

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Entering an inbetweening direction

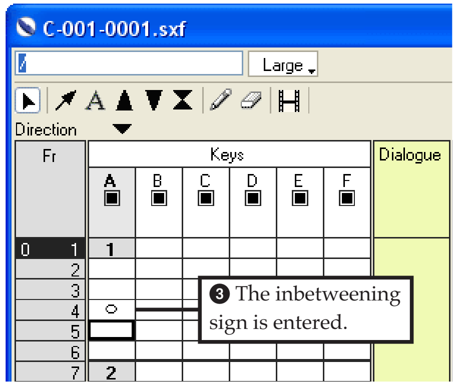
The procedure for entering an inbetweening sign in the X-sheet is as follows.



❷ Enter "/ (slash)" then press [Enter/Return].

❶ Select a cel to inbetween.

C-001-0001.sxf
Direction
Fr
Keys
Dialogue
A B C D E F

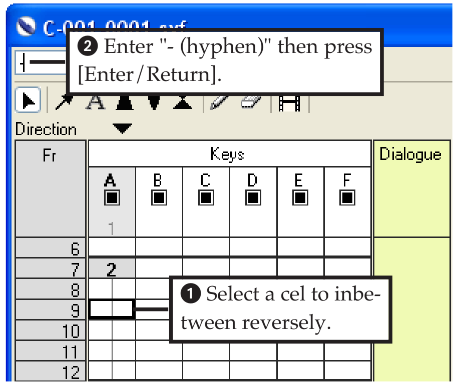


❸ The inbetweening sign is entered.

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A B C D E F

Entering a reverse inbetweening direction

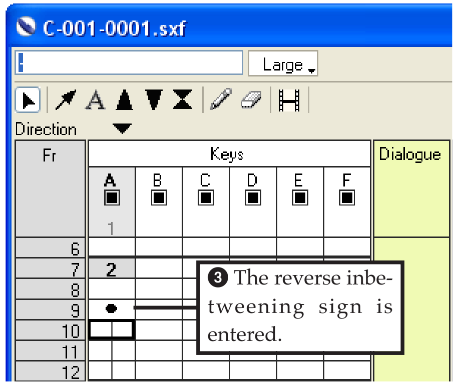
The procedure for entering a reverse inbetweening-sheet sign in the X-sheet is as follows.



❷ Enter "- (hyphen)" then press [Enter/Return].

❶ Select a cel to inbetween reversely.

C-001-0001.sxf
Direction
Fr
Keys
Dialogue
A B C D E F



❸ The reverse inbetweening sign is entered.

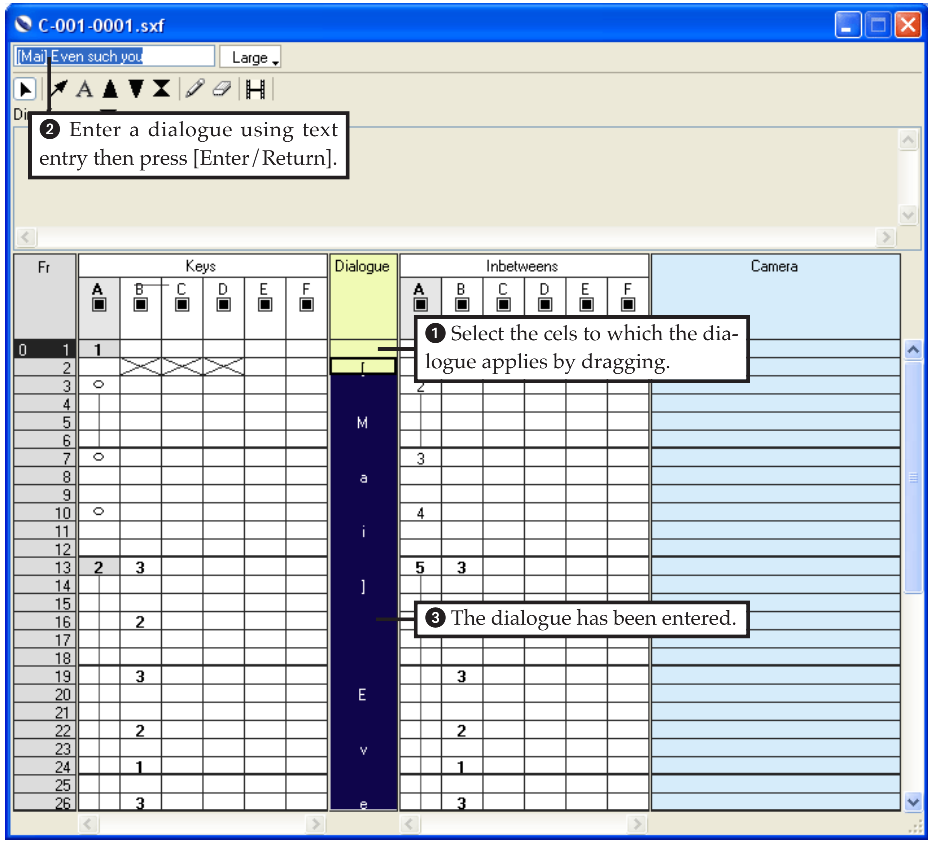
C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A B C D E F

Tips

The [=], [/], and [*] keys are located at the upper right of the numeric keypad.

Entering a dialogue

The procedure for entering a dialogue in the X-sheet is as follows.



❷ Enter a dialogue using text entry then press [Enter/Return].

❶ Select the cels to which the dialogue applies by dragging.

❸ The dialogue has been entered.

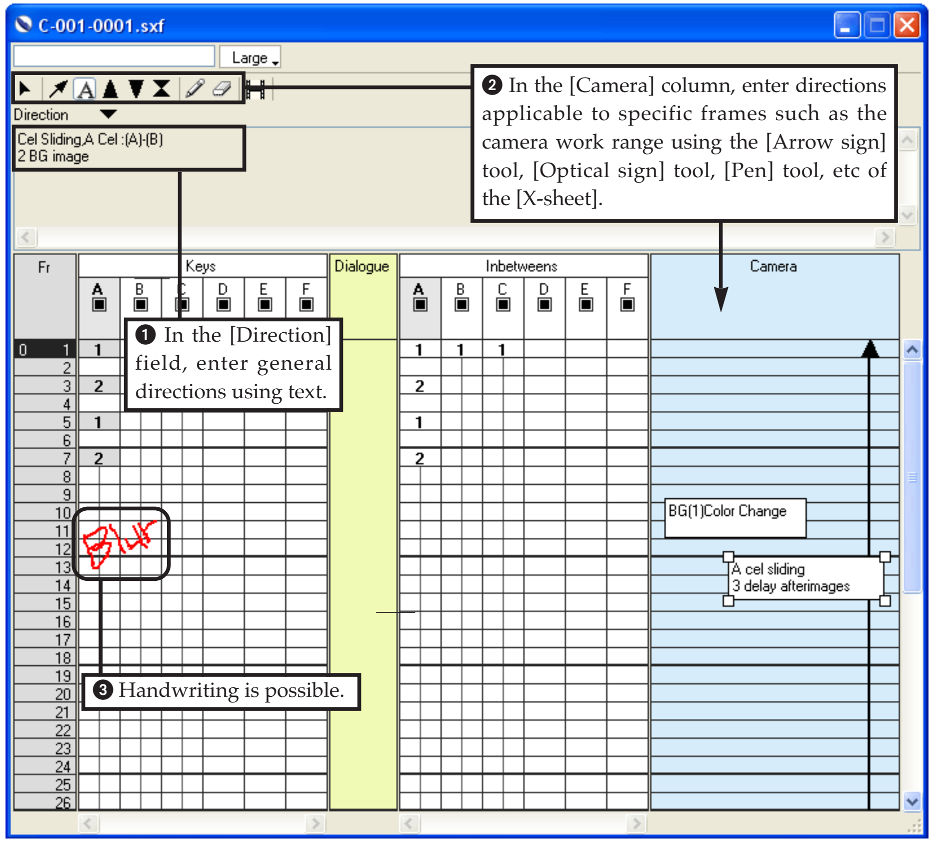
C-001-0001.sxf
[Mail Even such you
Large
Fr
Keys
Dialogue
Inbetweens
Camera
A B C D E F
A B C D E F

Tips

The entered dialogue can be moved in time by cutting and pasting.
Double click the dialogue layer to select the layer entirely.
A dialogue entered in the dialogue layer is shown on screen in a motion check launched from the X-sheet.

Shooting direction

The procedure for entering directions regarding camera work, for example, in the X-sheet is as follows.



Cel Sliding,A Cel :(A)-(B)
2 BG image

BG(1)Color Change

A cel sliding
3 delay afterimages

❶ In the [Direction] field, enter general directions using text.

❷ In the [Camera] column, enter directions applicable to specific frames such as the camera work range using the [Arrow sign] tool, [Optical sign] tool, [Pen] tool, etc of the [X-sheet].

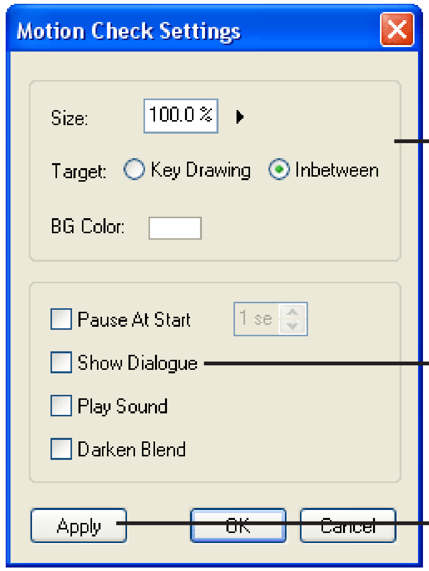
❸ Handwriting is possible.

Checking the motion

The procedure for performing a motion check by playing the inbetweens as specified in the X-sheet is as follows.

1. Configure the settings.

Select [Motion Check] → [Settings...] from the [X-Sheet] menu. The [Motion Check Settings] dialog box appears.



Size: 100.0 %

Target: ○ Key Drawing ● Inbetween

BG Color:

☐ Pause At Start 1 se

☐ Show Dialogue

☐ Play Sound

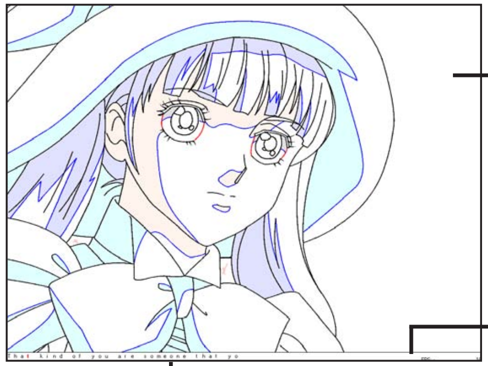
☐ Darken Blend

❶ Configure the settings.

❷ Select the check box to show the dialogue in the X-sheet.

❸ Click [Apply] to execute the motion check.

2. Execute.



Use the [Left/Right] key to perform a motion check on a frame basis.

Use the [Up/Down] key to perform a motion check on a cel basis.

Use [Esc] key to stop the playback.

FPS

Dialogue

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

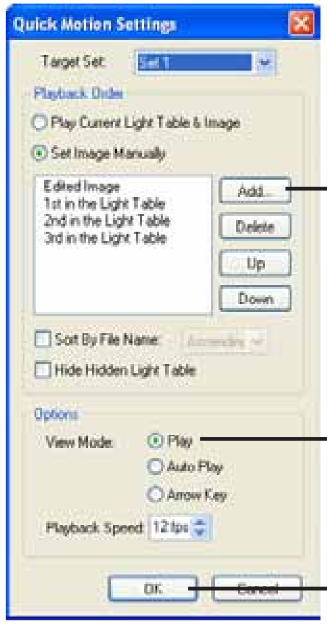
Chief Animator corrections (Chief Animator)

Flipping (Quick motion check)

The procedure for playing one by one the image being edited on the screen and those selected from among the images loaded to the light table is as follows.

1. Configure the settings.

Select [Quick Motion] → [Settings...] from the [View] menu. The [Quick Motion Setting] dialog box appears.


Quick Motion Settings
Target Set: Set 1
Playback Order
○ Play Current Light Table & Image
● Set Image Manually
Edited Image
1st in the Light Table
2nd in the Light Table
3rd in the Light Table
Add...
Delete
Up
Down
☐ Sort By File Name: Ascending
☐ Hide Hidden Light Table
Options
View Mode: ● Play
○ Auto Play
○ Arrow Key
Playback Speed: 12 fps
OK
Cancel

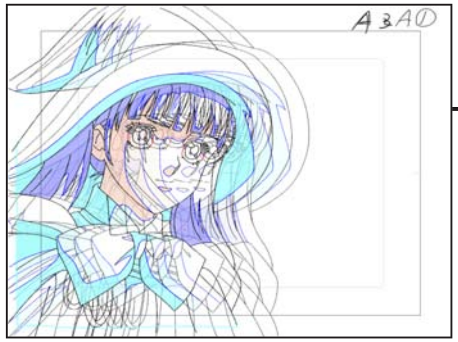
❶ Use the [Add...] button to register images on the light table.

❷ Select [Arrow Key].

❸ Click [OK] to confirm.

2. Execute.

Select [Quick Motion] → [Quick Motion X] from the [View] menu for a configured quick motion check to execute the flipping.



Use the [Right/Down] key to flip backward.

Use the [Left/Up] key to flip forward.

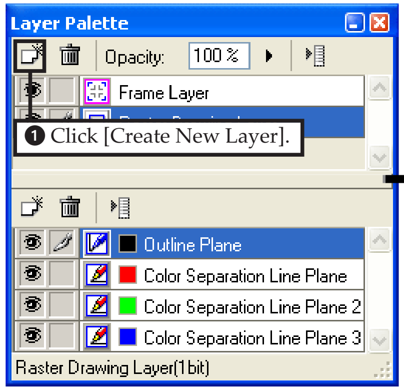
Use [Esc] key to stop the playback.

Doing corrections (raster correction layer)

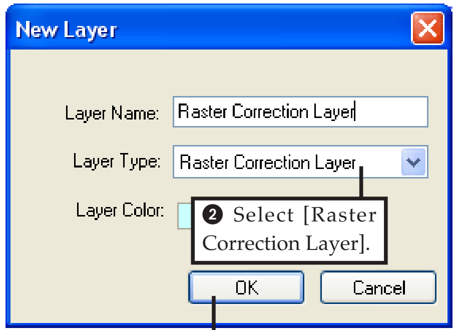
The procedure for drawing a layout in the [Cel] window is as follows.

1. Create a Raster Correction Layer.

Open the key to correct and create a [Raster Correction Layer].


Layer Palette
Opacity: 100 %
Frame Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Click [Create New Layer].


New Layer
Layer Color:
OK
Cancel

Layer Name: Raster Correction Layer

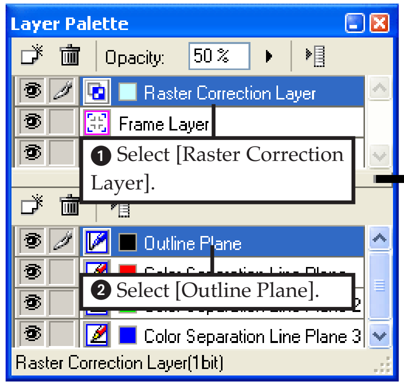
Layer Type: Raster Correction Layer

❷ Select [Raster Correction Layer].

❸ Click [OK].

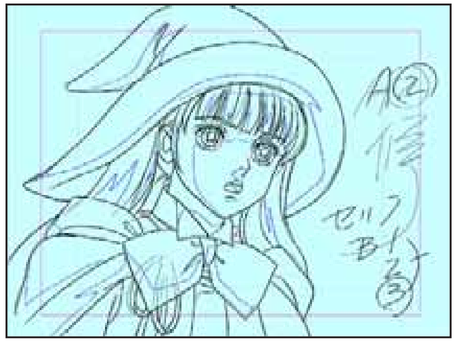
2. Draw the correction.

Draw the correction on the [Raster Correction Layer] with the key visible.


Layer Palette
Opacity: 50 %
Raster Correction Layer
Frame Layer
Outline Plane
Color Separation Line Plane 3
Raster Correction Layer(1bit)

❶ Select [Raster Correction Layer].

❷ Select [Outline Plane].

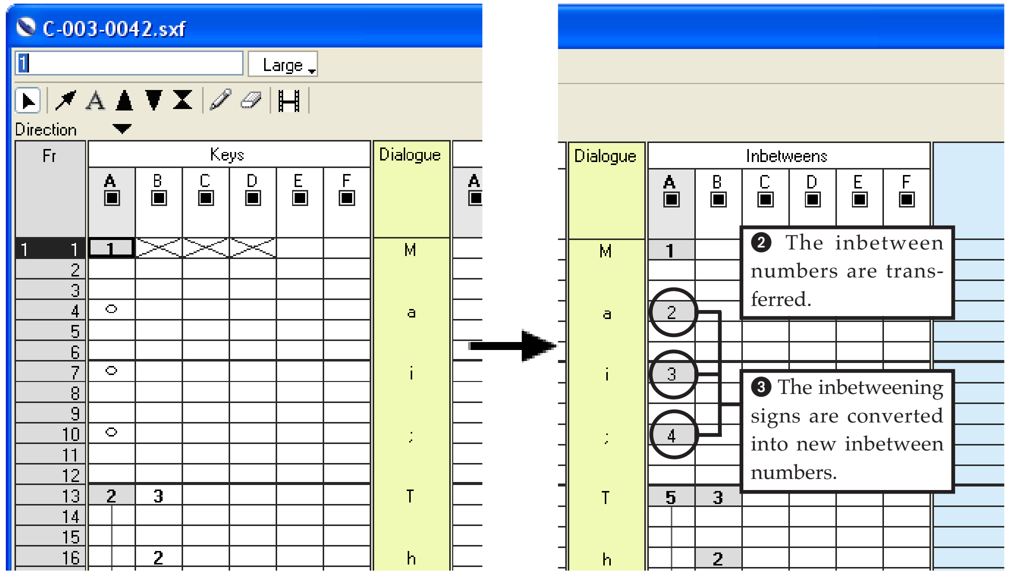


Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Inbetweens (inbetweener)

Transferring the X-sheet

Perform an automatic transfer of the inbetween numbers based on the key numbers and inbetweening signs entered by the key animator.


C-003-0042.sxf
Large
Direction
Fr
Keys
A
B
C
D
E
F
Dialogue
Inbetweens
M
a
i
;
T
h

❷ The inbetween numbers are transferred.

❸ The inbetweening signs are converted into new inbetween numbers.

❶ Select [Transfer Inbetween Numbers] from the [X-sheet] menu.

Tips

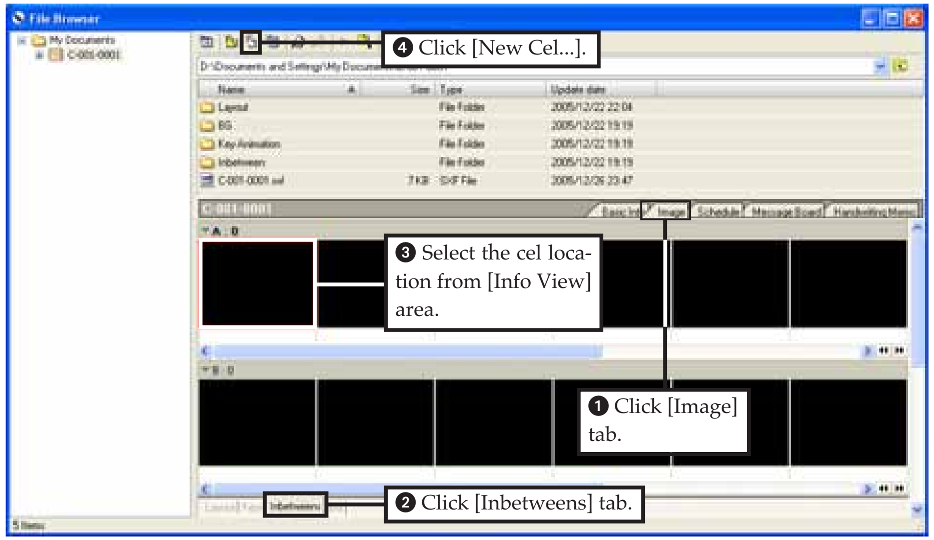
Occasionally, the inbetween numbers are not transferred correctly. If so, correct them manually.

Creating a drawing paper (raster drawing layer)

The procedure for creating a drawing paper for inbetweens is as follows.

1. Open the file browser ([Image] tab → [Inbetweens] tab).

The screen returns to the [File Browser].


File Browser
My Documents
C-001-0001
Name
Size
Type
Update date
Layout
BG
Key Animation
Inbetween
C-001-0001.sxf
File Folder
SXF File
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Inbetweens

❹ Click [New Cel...].

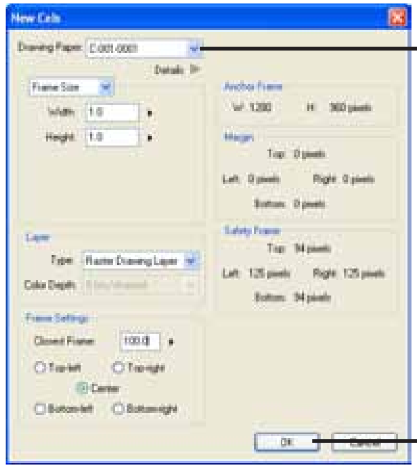
❸ Select the cel location from [Info View] area.

❶ Click [Image] tab.

❷ Click [Inbetweens] tab.

2. Open the New Cels dialog box.

The [New Cels] dialog box appears. Create a raster drawing layer of standard size.


New Cels
Drawing Paper
C-001-0001
Details
Frame Size
Width
Height
Anchor Frame
Margin
Top
Left
Right
Bottom
Layer
Type
Raster Drawing Layer
Color Depth
Safety Frame
Frame Settings
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

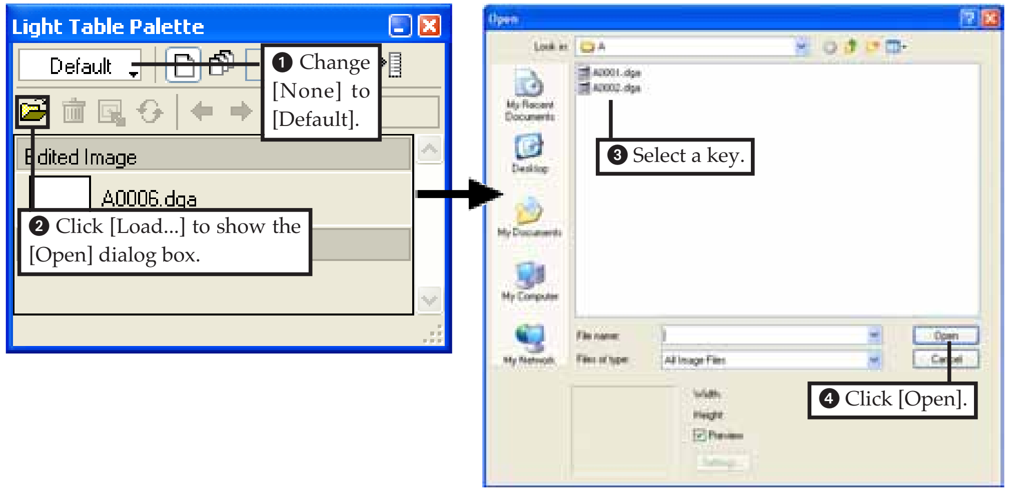
❶ Do not change this when there is no camera work.

❷ Click [OK] to finish with the settings.

Using the light table

The procedure for loading a key to the light table and showing it transparently through the inbetweens is as follows.

1. Load the layout to the light table.


Light Table Palette
Default
Edited Image
A0006.dga
Open
A0001.dga
A0002.dga

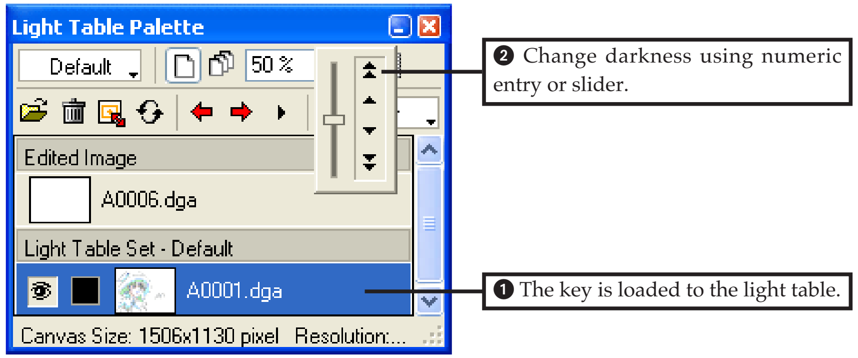
❶ Change [None] to [Default].

❷ Click [Load...] to show the [Open] dialog box.

❸ Select a key.

❹ Click [Open].

2. Make the layout transparent.


Light Table Palette
Default
50 %
Edited Image
A0006.dga
Light Table Set - Default
A0001.dga
Canvas Size: 1506x1130 pixel Resolution:...

❷ Change darkness using numeric entry or slider.

❶ The key is loaded to the light table.

Tips

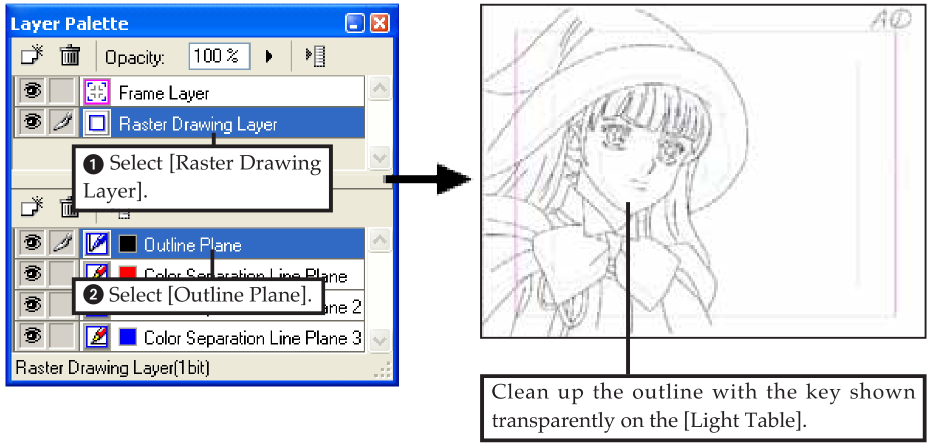
[Curve] tool is also recommended for cleanup.
To clean up the color separation line, use the color separation line plane.

Cleaning up the outlines (outline plane)

The procedure for cleaning up the key outline using the [Outline Plane] of the [Raster Drawing Layer] is as follows.

1. Select the raster drawing layer.

2. Clean up.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Select [Raster Drawing Layer].

❷ Select [Outline Plane].

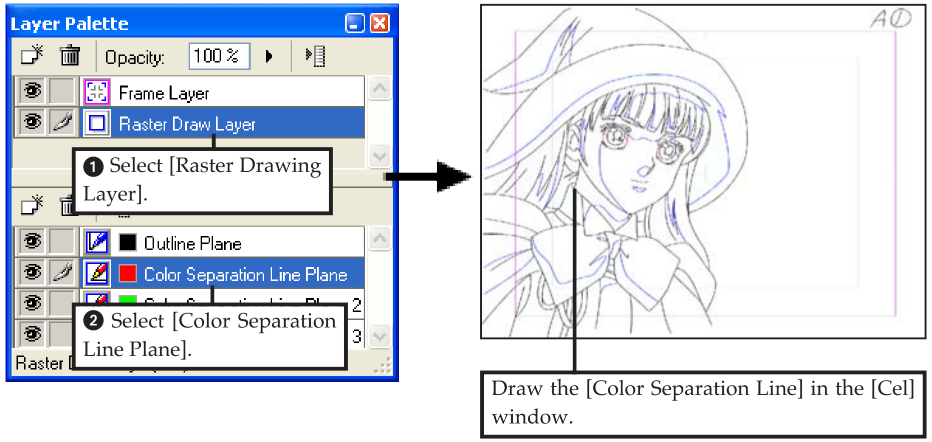
Clean up the outline with the key shown transparently on the [Light Table].

Cleaning up the color separation line (color separation line plane)

The procedure for cleaning up the color separation lines using the [Color Separation Plane] of the [Raster Drawing Layer] is as follows.

1. Select the color separation line plane.

2. Draw the color separation line.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Draw Layer
Outline Plane
Color Separation Line Plane

❶ Select [Raster Drawing Layer].

❷ Select [Color Separation Line Plane].

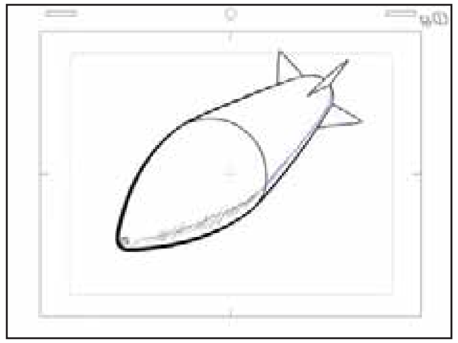
Draw the [Color Separation Line] in the [Cel] window.

Performing an Off Peg registration (inbetweening)

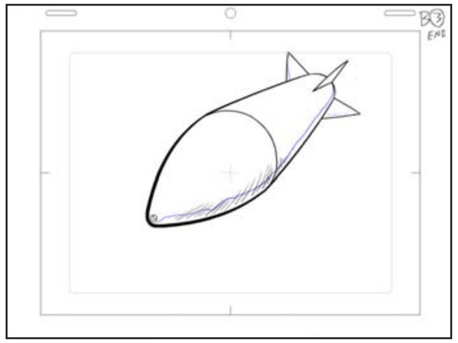
The procedure for performing an "Off Peg registration" which is one of the inbetweening methods is as follows.

1. Choose the inbetweening targets.

Choose two inbetweens.



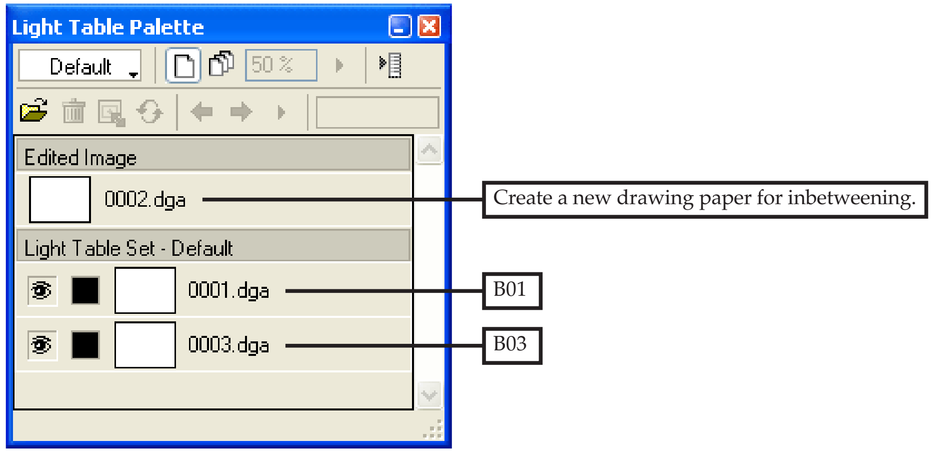
B01



B03

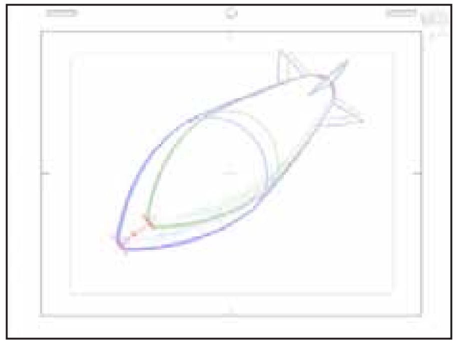
2. Load to the light table.

Load the two inbetweening targets to the light table.


Light Table Palette
Default
50 %
Edited Image
0002.dga
Light Table Set - Default
0001.dga
0003.dga
Create a new drawing paper for inbetweening.
B01
B03

3. Make a rough sketch.

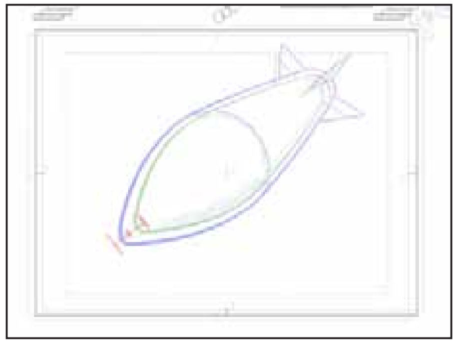
Show both drawings transparently and make a rough sketch of the inbetweened drawing on the [Color Separation Line Plane], for example.



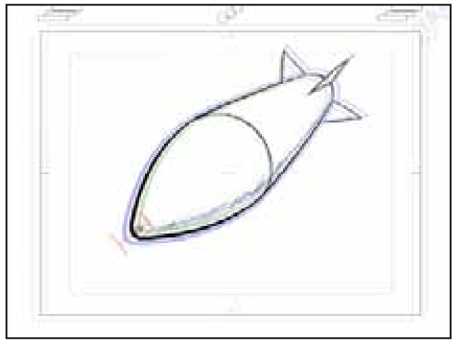
B01 + B03

4. Draw the inbetweened drawing.

Place both inbetweens so that their centers are perfectly aligned and draw the inbetweened drawing.



B01 + B03

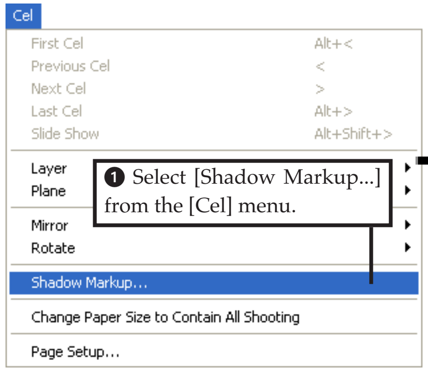


B02 (inbetweened drawing)

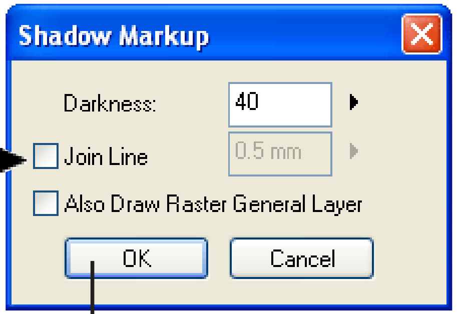
Adding a shadow markup (Fill tool)

The procedure for adding a shadow markup using the [Fill] tool is as follows.

1. Switch to shadow markup mode.


Cel
First Cel Alt+<
Previous Cel <
Next Cel >
Last Cel Alt+>
Slide Show Alt+Shift+>
Layer
Plane
Mirror
Rotate
Shadow Markup...
Change Paper Size to Contain All Shooting
Page Setup...

❶ Select [Shadow Markup...] from the [Cel] menu.


Shadow Markup
OK
Cancel

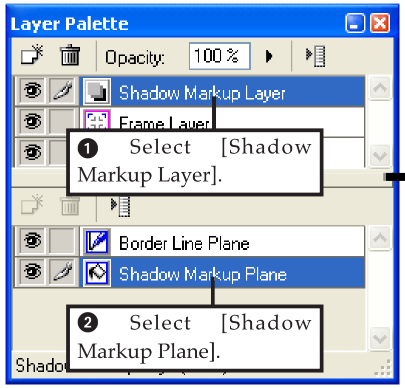
Darkness: 40

☐ Join Line 0.5 mm

☐ Also Draw Raster General Layer

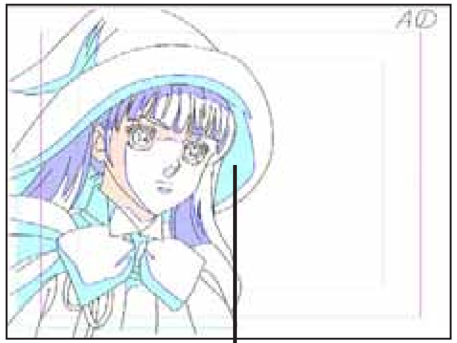
❷ Click [OK] to finish with the settings.

2. Enter the directions.


Layer Palette
Opacity: 100 %
Shadow Markup Layer
Frame Layer
Border Line Plane
Shadow Markup Plane

❶ Select [Shadow Markup Layer].

❷ Select [Shadow Markup Plane].



❸ Select [Fill] tool from the [Tool Palette] and add the shadow markup.

Tips

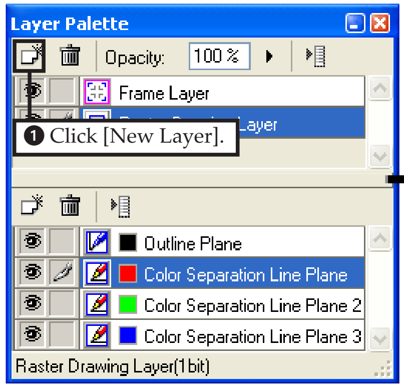
General practice is as follows:

Highlight	**Yellow**
BL (black)	**Green**

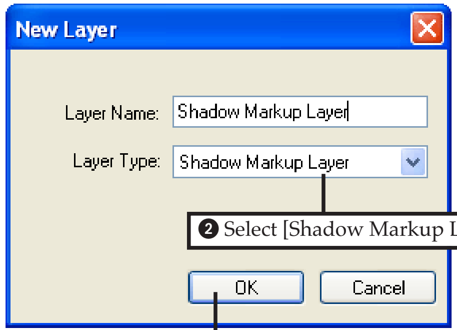
Adding a shadow markup (Pen tool)

The procedure for adding a shadow markup using the [Pen] tool is as follows.

1. Create a shadow markup layer.


Layer Palette
Opacity: 100 %
Frame Layer
Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

❶ Click [New Layer].


New Layer
OK
Cancel

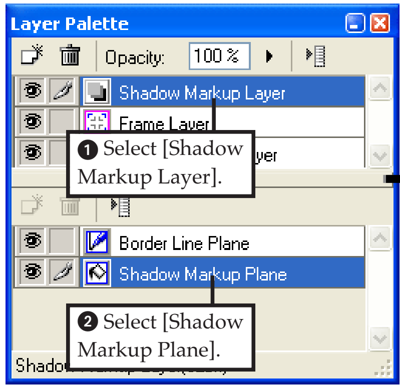
Layer Name: Shadow Markup Layer

Layer Type: Shadow Markup Layer

❷ Select [Shadow Markup Layer].

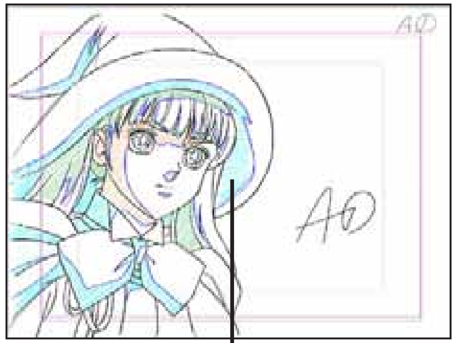
❸ Click [OK].

2. Enter the directions.


Layer Palette
Opacity: 100 %
Shadow Markup Layer
Frame Layer
Border Line Plane
Shadow Markup Plane

❶ Select [Shadow Markup Layer].

❷ Select [Shadow Markup Plane].



❸ Select [Pen] tool from the [Tool Palette] and add the shadow markup.

Tips

General practice is as follows:

Highlight	**Yellow**
BL (black)	**Green**

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

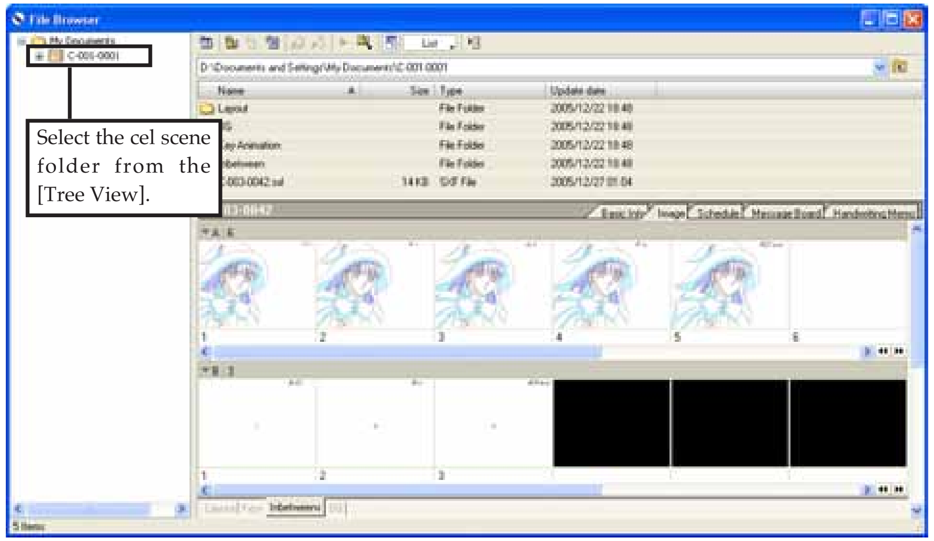
Passing the data to painting

Exporting finished drawings

The procedure for exporting the finished drawing to make it suitable for painting with PaintMan HD is as follows.

1. Open the file browser.

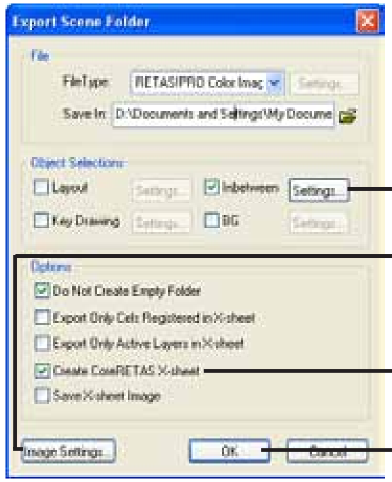
Select the scene folder containing the scene to export from the [Tree View].



Select the cel scene folder from the [Tree View].

2a. Export Scene Folder dialog box.

Select [Export] → [Painting...] from the [File] menu. The [Export Scene Folder] dialog box appears.



Export Scene Folder

File
FileType: RETASIPRO Color Imag
Save In: D:\Documents and Settings\My Docume

Object Selections
☐ Layout
☑ Inbetween
☐ Key Drawing
☐ BG

Options
☑ Do Not Create Empty Folder
☐ Export Only Cels Registered in X-sheet
☐ Export Only Active Layers in X-sheet
☑ Create CoreRETAS X-sheet
☐ Save X-sheet Image

❶ Click [Settings...] to show the [Inbetween Export Setting] dialog box.

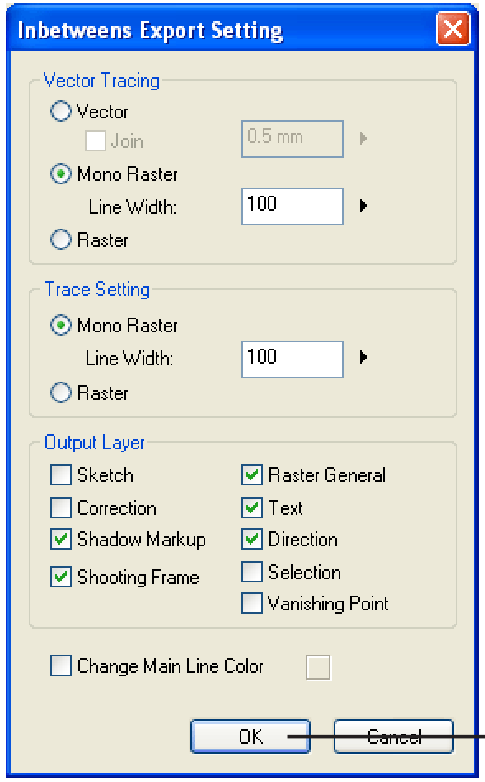
❷ Click [Image Settings...] to show the [Image Settings] dialog box.

❸ Exports the X-sheet as CoreRETAS X-sheet.

❹ Click [OK] to export the data for painting.

2b. Inbetween Export Setting dialog box

This dialog box allows you to specify the layers in the scene folder to export.



Inbetweens Export Setting

Vector Tracing
○ Vector
☐ Join 0.5 mm
● Mono Raster
Line Width: 100
○ Raster

Trace Setting
● Mono Raster
Line Width: 100
○ Raster

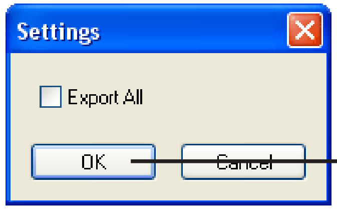
Output Layer
☐ Sketch
☐ Correction
☑ Shadow Markup
☑ Shooting Frame
☑ Raster General
☑ Text
☑ Direction
☐ Selection
☐ Vanishing Point

☐ Change Main Line Color

Click [OK] to return to the [Export Scene Folder] dialog box.

2c. Image Settings dialog box

This dialog box allows you to configure the images in the scene folder to export.



Settings

☐ Export All

Click [OK] to return to the [Export Scene Folder] dialog box.

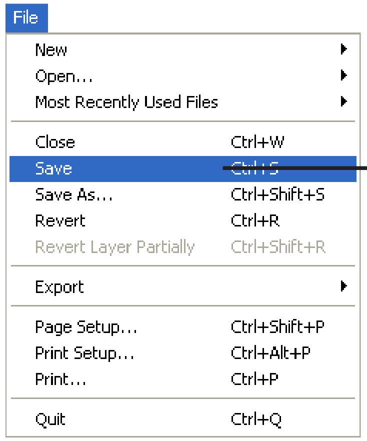
Saving

Saving manually

The procedure for saving the drawn images is as follows.

1. Select the save command.

Select [Save] from the [File] menu to save the cel in the scene folder specified at cel creation.


File
New
Open...
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As... Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Page Setup... Ctrl+Shift+P
Print Setup... Ctrl+Alt+P
Print... Ctrl+P
Quit Ctrl+Q

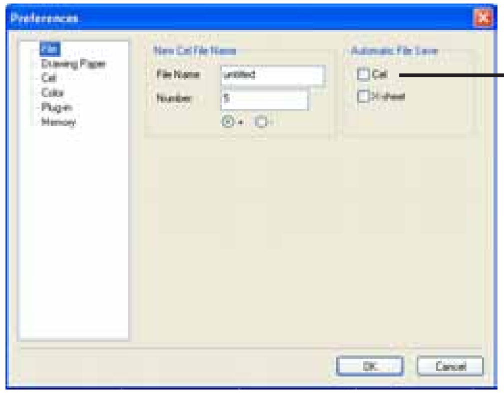
Select [Save].

Saving automatically

The procedure for configuring the Preferences to make the system save the inbetween automatically without showing the Save dialog box when moving onto the next inbetween is as follows.

1. Configure the Preferences.

Select [Settings...] → [Preferences...] → [File] from the [Edit] menu (Windows), or [Settings...] → [Preferences...] → [File] from the application menu (Macintosh).


Preferences
File
Drawing Paper
Cel
Color
Plug-in
Memory
New Cel File Name
Automatic File Save
☐ Cel
☐ X-sheet
OK
Cancel

File Name: untitled

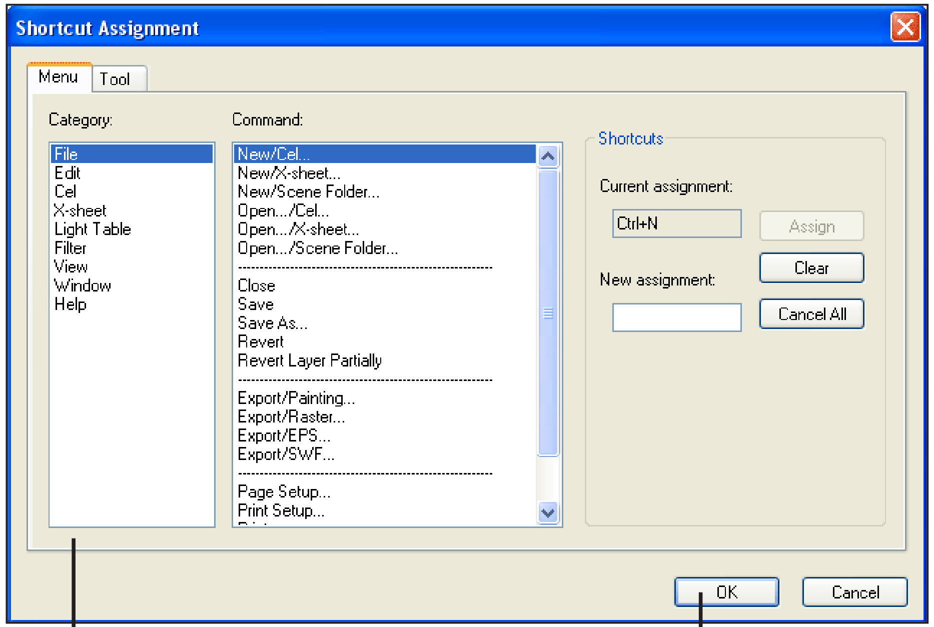
Number: 5

Select the check box.

Editing the shortcuts

Configuring the shortcuts

To edit the shortcuts, select [Settings...] → [Shortcut...] from the [Edit] menu.


Shortcut Assignment
Menu
Tool
Category:
File
Edit
Cel
X-sheet
Light Table
Filter
View
Window
Help
Command:
New/Cel...
New/X-sheet...
New/Scene Folder...
Open.../Cel...
Open.../X-sheet...
Open.../Scene Folder...
Close
Save
Save As...
Revert
Revert Layer Partially
Export/Painting...
Export/Raster...
Export/EPS...
Export/SWF...
Page Setup...
Print Setup...
Shortcuts
Current assignment:
Ctrl+N
Assign
New assignment:
Clear
Cancel All
OK
Cancel

❶ Editable shortcuts are those of menu items and tools.

❷ Click [OK] to confirm the changes.

RETAS!PRO

Chapter 4

Basics of RETAS!PRO

Scene Folder

What is a scene folder?

The production of an animation is a group work that involves the handling of a large amount of image files. If everyone in the group is allowed to name files and folders arbitrarily on his/her own, division of works would become impossible as nobody would know where a particular image is stored or what the content of an image file is, except the person that created the file.

In RETAS!PRO, image files are managed on a folder basis as a method for managing large amount of image files efficient and systematically.
And this management method is called "Scene Folder system".
Furthermore, implementing an image file management compliant with the "Scene Folder system" makes it easier to exchange data with other animation studios.
In the scene folder system, all data necessary for a scene is saved in a folder called "Scene Folder".

RETAS!PRO HD allows you to digitize directions and/or messages that were traditionally conveyed in paper. That is, you cannot only enter basic information regarding the scene such as "Title", "Sequence Number", and "Scene Number" etc. but use a function called "Message Board" to include directions and messages in text format in the scene, or use the "Handwriting Memo" function to include directions that are difficult to convey in plain text.
In this way, with RETAS!PRO HD, you only need to pass on the scene folder without the need to prepare a separate set of papers containing directions and messages, allowing you to implement a completely paperless workflow.

Two types of scene folders

Scene folders are either "Drawing Scene Folder" or "Cel Scene Folder" depending on where they are used.

Drawing Scene Folder

A scene folder for drawing with STYLOS HD
composed of

- "Layout"
- "Key Animation"
- "Inbetween"
- "BG"
- "X-sheet" (sxf)
- Management file (mn6)

Cel Scene Folder

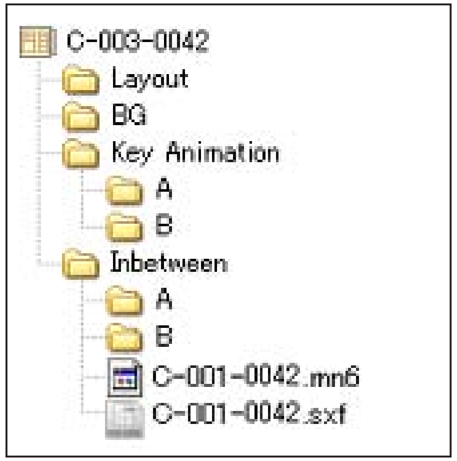
A scene folder for

- **Scanning and tracing with TraceMan HD**
- **Painting with PaintMan HD**
- **Shooting with CoreRETAS**

composed of

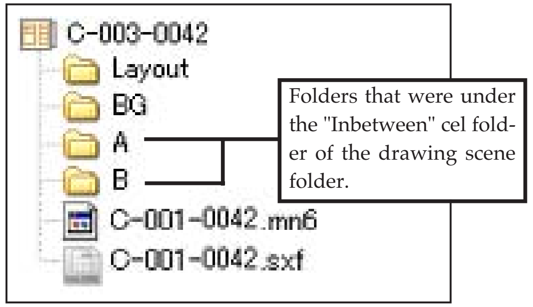
- "Layout"*
- "Key Animation"*
- "Inbetween"
- "BG"*
- "X-sheet" (sxf)
- Management file (mn6)

* Selectable at export.



```
C-003-0042
  Layout
  BG
  Key Animation
    A
    B
  Inbetween
    A
    B
    C-001-0042.mn6
    C-001-0042.sxf
```

Drawing Scene Folder



```
C-003-0042
  Layout
  BG
  A
  B
  C-001-0042.mn6
  C-001-0042.sxf
```

Folders that were under the "Inbetween" cel folder of the drawing scene folder.

Cel Scene Folder

Tips

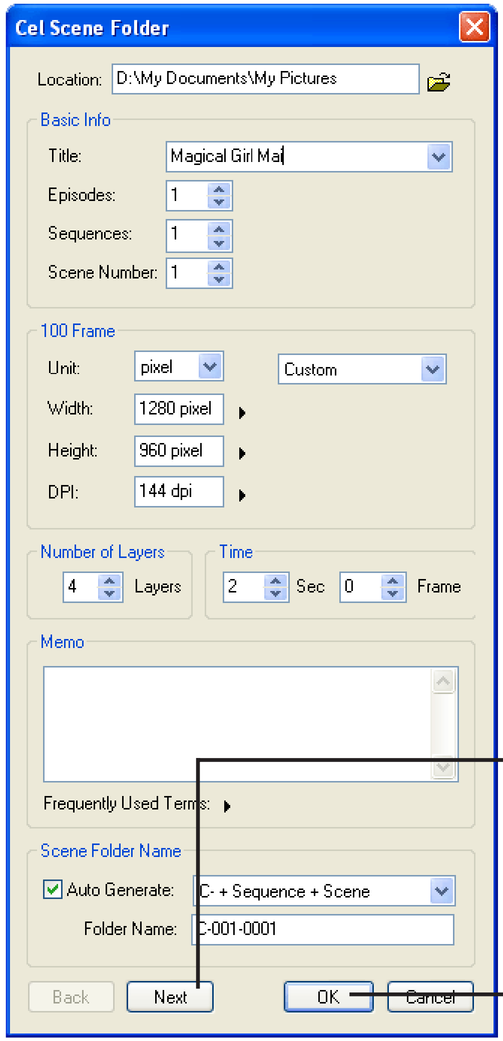
When [Export] → [Painting...] is selected from the [File] menu, the STYLOS HD "Drawing Scene Folder" with finished drawings is converted into "Cel Scene Folder" with the cel folders under the "Inbetween" folder extracted.
Note that folders with names starting with "- (hyphen)" or "_ (underscore)" such as "-BG" or "-LO" cannot be batch processed by TraceMan HD.

Creating a new drawing/cel scene folder

The procedure for creating a drawing scene folder (for STYLOS HD) or a cel scene folder (for TraceMan HD or PaintMan HD) is as follows.

1. Open the [Scene Folder Basic Settings] dialog box.

Select [New Scene Folder...] from the [File] menu or the [File Browser] to open the [Drawing Scene Folder] or [Cel Scene Folder] dialog box Basic Settings menu.



Location: D:\My Documents\My Pictures
Title: Magical Girl Mai
Episodes: 1
Sequences: 1
Scene Number: 1
Unit: pixel
Custom
Width: 1280 pixel
Height: 960 pixel
DPI: 144 dpi
4 Layers
2 Sec 0 Frame
☑ Auto Generate: C- + Sequence + Scene
Folder Name: C-001-0001

After configuring the settings, click [Next] to open the [Scene Folder-Layer Settings] dialog box. (Only TraceMan HD and PaintMan HD)

Configure the settings then click [OK] to create the scene folder.

[Location]
Click the button at the right to open the [Browse Folder] dialog box and select the folder location.

[Basic Info]
- **[Title]**
  Enter the title.
- **[Episodes]**
  Enter the number of episodes.
- **[Sequence]**
  Enter the sequence number.
- **[Scene Number]**
  Enter the scene number.

[100Frame]
- **Popup menu**
  The popup menu allows you to select the unit, width, and height for the 100Frame from a list.

- **[Unit]**
  Enter the unit for the 100Frame standard resolution.
- **[Width]**
  Enter the width for the 100Frame standard resolution.
- **[Height]**
  Enter the height for the 100Frame standard resolution.
- **[DPI]**
  Enter the resolution for the 100Frame standard resolution.

[Number of Layers]
Enter the number of layers (cel folders) that will be available in the scene folder.

[Time]
Enter the length of the scene.

[Memo]
Enter memos as required.

[Scene Folder Name]
- **[Auto Generate]**
  This option allows you to automatically generate the scene folder name using the sequence number, scene number, etc.
  [C- + Sequence + Scene]
  [Sequence + Scene]
  [Episode + Sequence + Scene]
  [Title + Episode + Sequence + Scene]
- **[Folder Name]**
  This field is for entering the scene folder name manually (when not using the automatic generation option).

- **[OK]**
  Creates a new scene folder according to the settings in the dialog box.
- **[Cancel]**
  Cancels the new scene folder creation.

- **[Next] (Only TraceMan HD and PaintMan HD)**
  This button allows you to open the next setting dialog box. Switches the shown dialog box from [Scene Folder Settings] to [Scene Folder-Layer Settings]. Use this button to configure the [Upper Cel] and [Lower Cel] settings.

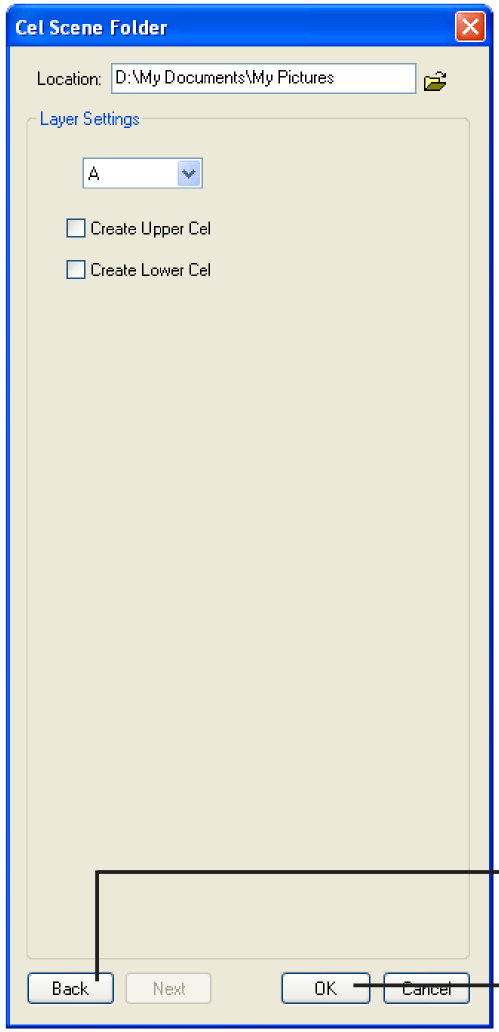
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Configuring the upper cel/lower cel (Only TraceMan HD/PaintMan HD)

Upper Cel or Lower Cel is a layer on top of or under a given layer. If you create an Upper Cel or a Lower Cel for a given A Cel, the Upper or Lower Cel will share with A Cel all of the parameters on the X-sheet except [Cel Number].

1. Open the [Scene Folder Layer Settings] dialog box.

The [Scene Folder-Layer Settings] dialog box is shown when [Next] is clicked in the [Scene Folder-Basic Settings] dialog box of the TraceMan HD or PaintMan HD.



Location: D:\My Documents\My Pictures

Layer Settings: A

☐ Create Upper Cel

☐ Create Lower Cel

Configure the settings then click [Back] to return to the [Scene Folder-Basic Settings] dialog box.

Configure the settings then click [OK] to create the scene folder.

[Location]

Click the button at the right to open the [Browse Folder] dialog box and select the folder location.

Layer Settings menu

This menu is for selecting the Cel Layer to which you want to create an Upper Cel or a Lower Cel.

- **[Create Upper Cel]**
  Creates an [Upper Cel] subfolder for the selected layer.
- **[Create Lower Cel]**
  Creates a [Lower Cel] subfolder for the selected layer.

- **[Back] button**
  Returns to the previous settings dialog box.
- **[Next] button**
  Advances to the next settings dialog box.

- **[OK] button**
  Creates a new scene folder according to the settings in the dialog box.
- **[Cancel] button**
  Cancels the new scene folder creation.

Tips

Selecting [New Scene Folder...] from the [File] menu in STYLOS HD shows the [Drawing Scene Folder] dialog box that creates a [Drawing Scene Folder]. However, selecting [New Scene Folder...] from the [File] menu in TraceMan HD or PaintMan HD shows the [Cel Scene Folder] dialog box that creates a [Cel Scene Folder].

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Scene Folder components

A scene folder may contain the following components.

1. Cel folder: A folder for storing inbetweens

Images such as BG (background), A cels, B cels, and C cels are stored in their respective folders.
In principle, the folder name must match that of the layer.
That is, images for A cels must be stored in folder "A", those for B cels in folder "B" and so on.
If CoreRETAS finds a subfolder with the same name as the folder of the corresponding image layer (e.g., -BG, A - Z) when loading a "Scene Folder", it considers the subfolder a "cel folder".
CoreRETAS loads the "cel folder" to the cel bank and links it to a cel layer of the same name.
Folder names for BG (background) generally start with "- (hyphen)" or "_ (underscore)". Examples: "-BG"

2. Subcel folder: A folder for storing combined cels

A subcel layer is an image layer under the cel layer and it is either an Upper Cel type or a Lower Cel type.
This is mainly used for "combined cels". When processing a "combined cel" use the "Lower Cel" if there is no special reasons.
At "Scene Folder" loading, CoreRETAS automatically searches the cel folders under the scene folder and executes the "Load to Cel Bank" and "Transparency Settings". If CoreRETAS finds subfolders under the "Cel Folder", it loads them to the cel bank according to the following procedure.

If a subfolder with the same name as the cel folder (-BG, A - Z) is found under a cel folder, the folder is loaded to the cel bank and linked to a cel layer of the same name.

If a folder with the name "(image layer) folder name" + "+" or "(image layer) folder name" + "-" is found under a cel folder, the folder is loaded to the cel bank as "Upper Cel" or "Lower Cel" of the "image layer", respectively.

Any other image file or folder cannot be loaded automatically by CoreRETAS.

Tips

Note that folders with name starting with "- (hyphen)" or "_ (underscore)" or including "BG" in their name cannot be batch processed with RETAS!PRO.

3. Image file: An image file containing a key, inbetween, or BG drawing

A cel folder contains images to be used in the relevant layer.
In the scene file system, the basic naming rule is as follows.

Layer Name + (4-digit) Sequential Number + Extension

The "layer name" is, in principle, a 1-letter name that corresponds to A Cel, B Cel, etc.

The "sequential number" must always be a 4-digit number.
The sequential number starts at "0000". However, "0000" is not used.

The "extension" must be placed unless there is a special reason. (Also when working with MacOS)

Example: A Cel image layer folder
A0001.png
A0002.png
A0003.png
A0004.png
.
.

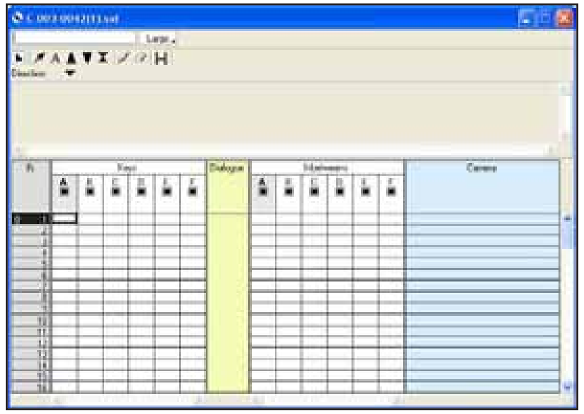
Examples of invalid names:

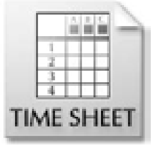
A0000.png	The sequential number part is "0". Sequential number must always start from "1".
A1.png	Number of digits in "sequential number" is insufficient.
A0002	Extension is missing.

It is not necessary for you to follow the naming rules, except for the "extension" for the system to be able to process your files. However, be careful as RETAS!PRO numbers the inbetweens in ascending order (the order in which they are registered into the library).

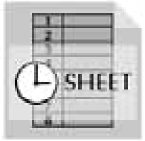
4. X-sheet file:
STYLOS (extension: sxf) / CoreRETAS (extension: tsf)

The following is an example of an X-sheet file created with RETAS!PRO.





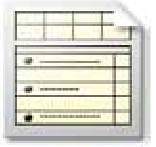
[X-sheet file]
(STYLOS)



[X-sheet file]
(CoreRETAS)

This file is used to specify the timings for the animation. There are two types of X-sheet: the STYLOS and the CoreRETAS.

5. Management file (extension: mn6)



[Management File]

This is a file where you will record various data which are necessary for working with each of the RETAS!PRO applications.
RETAS!PRO considers a folder Scene Folder and automates its processing and configuration only if a management file is present in the folder.
The management file is a file created by RETAS!PRO when it creates a "new scene folder". This is not a file the user can create at his/her discretion.
All RETAS!PRO applications executes the various settings automatically based on the information there.
Furthermore, each RETAS!PRO application rewrites the information as required.
For these reasons it is prohibited for users to move, delete, or change directly the "management file".
Data of an already created X-sheet for example, does not become corrupted even if the user moves, deletes, or changes the "management file" directly. However, settings that are usually configured automatically may need to be done manually.

Rules for scene folder operation

The followings are basic rules you need to follow in the operation of scene folders.

1. To move, copy, or delete a file, perform the operation on a folder basis.

RETAS!PRO handles images on a folder basis. Moving only a particular image file after having loaded the scene folder may cause unexpected troubles due to inconsistency with the X-sheet content, for example.
Also make sure to create a dedicated folder even when you need to deal with only one file.

2. Do not store unnecessary files in the folder.

Save intermediate files generated in the processes to a dedicated folder under the scene folder because if unnecessary files are present in the folder for inbetweens, they will produce blank positions when the inbetweens are loaded to the file previewer/cel bank (see "Inbetween numbering in RETAS!PRO" below).

3. Folders you want to exclude from batch processing.

To exclude folders such as those for BGs and/or intermediate materials from the subfolder batch processing by TraceMan, use folder names starting with "- (hyphen)" or "_ (underscore)". Examples: "-BG", "_temp"

Scene Folder name basic format

The followings are basic formats of recommended Scene Folder names.

Example: Scene number 12
C-012

If the scene contains a number of sequences:

Example: Sequence 07 of scene number 20
C-07-20

If a scene folder contains a number of shared scenes, name the folder putting all scene numbers separated by a comma.

Example: Shared scenes 17, 19, and 22
C-017,019,022

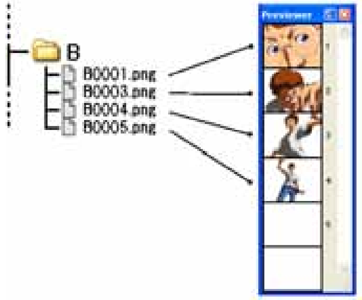
Image files containing scanned frame markups for camera work for example, must be saved in a folder named -FRAME (or FRAME).

Example: -FRAME

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Inbetween numbering in RETAS!PRO

In RETAS!PRO, the inbetween number (cel order) is not directly related to the sequence number in the file name.
RETAS!PRO loads to the cel bank (CoreRETAS) all image files present in a specified folder as a series of inbetweens (sequentially numbered files) and numbers them in the order they are loaded (in ascending order).
Files are loaded sorted by name starting with "1".
For this reason, the number in the filename and the cel number in the file previewer/cel bank are not always the same, depending on how the files are named.


B
B0001.png
B0003.png
B0004.png
B0005.png
Previewer

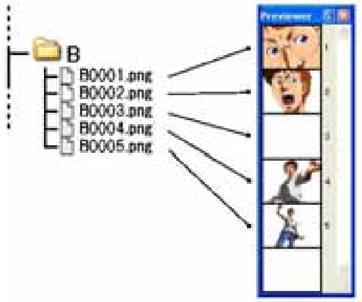
[Figure: When there is a missing number]

In the example above, there is a difference between the actual cel number and the cel number in the file previewer or cel bank since A0002.png is missing.

Manage the files as described in the following sections to avoid differences in the cel numbers and make working with RETAS!PRO smoother.

Missing (deleted) inbetween

If there is a deleted image file inbetween, a difference arises between the actual cel numbers and the cel numbers in the file previewer/cel bank for subsequent cels. To avoid this kind of situation, insert a dummy file.


B
B0001.png
B0002.png
B0003.png
B0004.png
B0005.png
Previewer

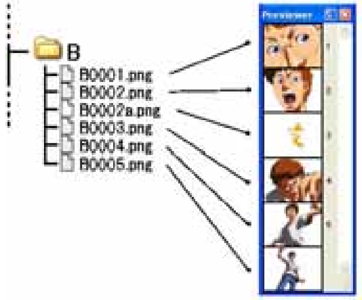
[Figure: Example with a dummy file (A0002.tga is the dummy file)]

Paint the dummy file in pure white (R:255 G:255 B:255) so that it is handled as transparent even if included in the CoreRETAS X-sheet by mistake.

Additional inbetween

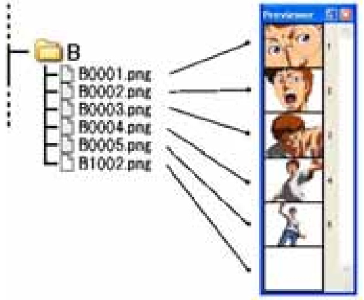
Assume a case of an additional inbetween between the second (A0002.png) and the third (A0003.png) inbetweens.

The inbetween can be added in the correct position by naming it "A0002a.png", for example. However, if named in this way, the subsequent cel numbers will differ from the actual ones when loaded to CoreRETAS.


B
B0001.png
B0002.png
B0002a.png
B0003.png
B0004.png
B0005.png
Previewer

[Figure: Example with additional file (A0002a.png)]

Use a cel number larger than that of the last inbetween for the additional inbetween to avoid the difference in numbers in the file previewer/cel bank.
Put a far larger cel number for the additional inbetween. Use "A1002a.png", for example, to easily identify that it is an additional inbetween from the filename.

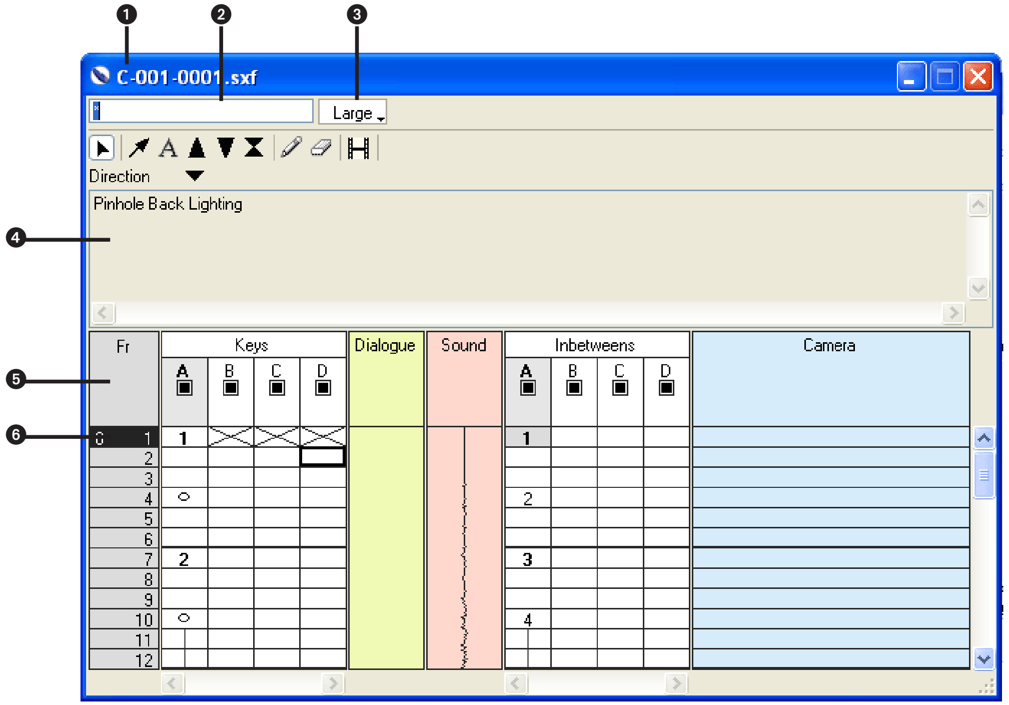

B
B0001.png
B0002.png
B0003.png
B0004.png
B0005.png
B1002.png
Previewer

[Figure: Example with additional file (A1002a.png)]

X-Sheet

What is an X-sheet?

The X-sheet is the form where the timings for keys and inbetweens, the cel stacking, shooting directions, etc. are specified. The horizontal axis indicates how the cels must be arranged in the cel stack (layers) while the vertical axis, the times (frame). In RETAS!PRO, the X-sheet is used to manage key numbers, inbetween numbers, dialogue, sound, shooting directions, etc.



Pinhole Back Lighting

Fr	Keys				Dialogue	Sound	Inbetweens				Camera
	A	B	C	D			A	B	C	D	
1	1						1				
2											
3											
4	○						2				
5											
6											
7	2						3				
8											
9											
10	○						4				
11											
12											

Frame (row)

"Frame" is the name given to each of the X-sheet rows.
Frames always start from "1", so that the in the 12th row you have the "12th frame" and in the 60th row, the "60th frame". A maximum of 999 rows are available for frames.

Layer (column)

"Layer" is the name given to each of the X-sheet columns which represents an image layer. Both for [Keys] and [Inbetweens], the more at the left a layer is the more at the bottom in the cel stack and vice versa. A maximum of 32 layers of cels are available for both keys and inbetweens, shown as A - Z, AA - AF by default.

Data cell

"Data Cell" is the cell in which a key number or inbetween number is registered.

Name of the X-sheet window components

❶ **Title bar**
Shows the X-sheet filename.

❷ **Input box**
Field for entering data such as key number, inbetween number, dialogue, etc.

❸ **View Size switch**
Select a view size for the [X-sheet] window from among Large, Normal, and Small.

❹ **Direction field**
Field for entering the text of a shooting direction, for example. To enter a text, double click any part of the field.

❺ **Current frame**
"Current Frame" is the frame you are currently working on and is shown highlighted.

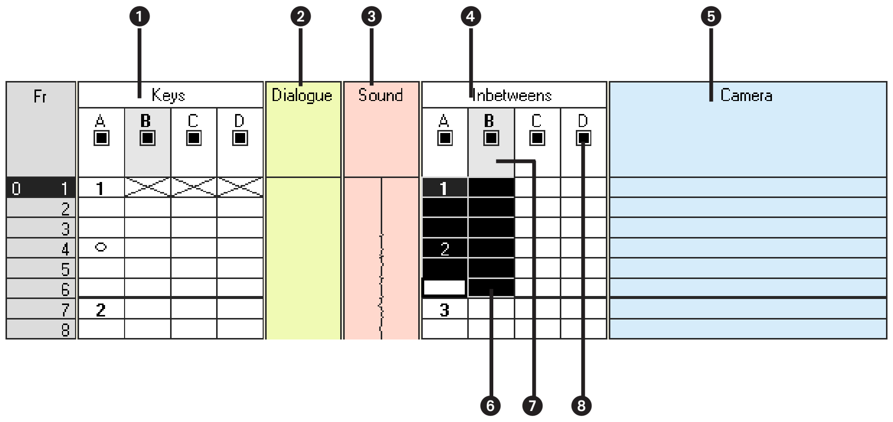
Tips

The X-sheet explained in this chapter is primarily the X-sheet used in STYLOS HD (*.sxf). For you to be able to use an X-sheet in SXF format in CoreRETAS, you need to export it to a CoreRETAS X-sheet (*.tsf) using either STYLOS HD, TraceMan HD, or PaintMan HD.

TIME SHEET
SXF format

SHEET
TSF format

Name of the X-sheet window fields



① **[Keys] column**
This column is for registering keys. It comprises multiple layers such as "A Cel", "B Cel", etc. The more at the left a layer is the more at the bottom in the cel stack and vice versa. That is, cels are ordered in the cel stack in the A Cel, B Cel, C Cel, etc. order from the bottom.

② **[Dialogue] column**
This column is for entering the dialogue.
The dialogue is entered from the Input field and shown in this column at a pace of 1 letter each 3 frames.

③ **[Sound] column**
This column is for registering the sound. The column is not shown by default.
The sound is shown on this layer as a sound wave.

④ **[Inbetweens] column**
This column is for registering the inbetweens. It comprises multiple layers such as "A Cel", "B Cel", etc. The more at the left a layer is the more at the bottom in the cel stack and vice versa. That is, cels are ordered in the cel stack in the A Cel, B Cel, C Cel, etc. order from the bottom.

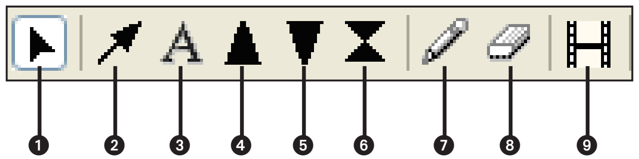
⑤ **[Camera] column**
This column is for putting shooting directions. You may use tools such as Arrow, Text, Fade In, Fade Out, and Overlap to put shooting directions.

⑥ **Selection**
Selection is an area in the X-sheet where multiple data cells are selected and is shown highlighted. You may select multiple rows as well as multiple columns within the "Keys column" or "Inbetweens column".
The Selection can be used as target of an input from the Input box, a Cut&Paste, or a "Transfer Inbetween Numbers" function when entering inbetween numbers. The Selection can be moved using the arrow keys.

⑦ **Current layer**
"Current Layer" is the layer you are currently editing on the X-sheet and is shown highlighted.

⑧ **Cel Layer switch**
If clicked and turned off, the corresponding layer is excluded from the drawing targets.

Name of the X-sheet window tools



① **[Column Selection] tool**
② **[Arrow] tool**
③ **[Text] tool**
④ **[F.I. (Fade In)] tool**
⑤ **[F.O. (Fade Out)] tool**
⑥ **[O.L. (Overlap)] tool**
⑦ **[Pen] tool**
⑧ **[Eraser] tool**
⑨ **[Motion Check] button**

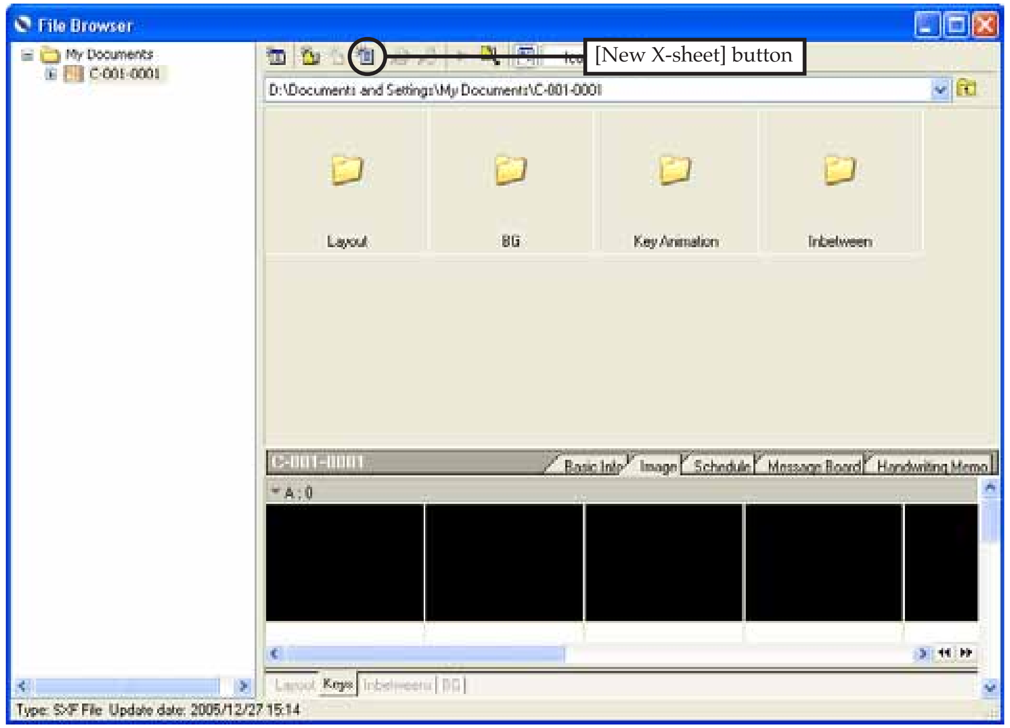
* For details about the operation of each tool, see the relevant section in this manual.

Creating a new X-sheet

Creation of a new X-sheet requires the entry of the basic settings, project information, and other details.

1. Creating a new X-sheet

Open a scene folder in the [File Browser].
Click [New X-sheet] on the [File Browser].



D:\Documents and Settings\My Documents\C-001-0001

Type: SXF File Update date: 2005/12/27 15:14

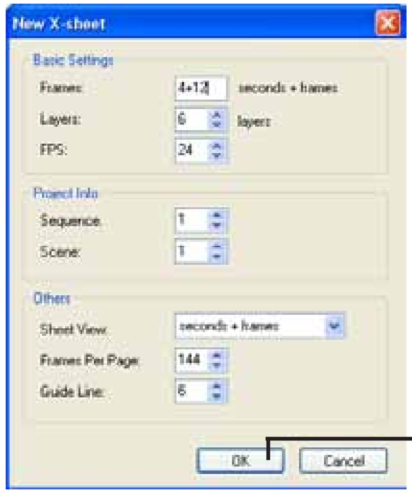
[New X-sheet] button

Tips

Creation of a new X-sheet is also possible by selecting [New] → [X-Sheet...] from the [File] menu.

2. Configuring with the New X-sheet dialog box

The [New X-sheet] dialog box is for configuring the basic settings, project information, and other details.



Basic Settings
Frames: 4+12 seconds + frames
Layers: 6 layers
FPS: 24

Project Info
Sequence: 1
Scene: 1

Others
Sheet View: seconds + frames
Frames Per Page: 144
Guide Line: 6

Click [OK] to finish with the settings.

[Basic Settings]

- **[Frames]**
  Specify the duration of the X-sheet expressed in the units selected in [Sheet View].
- **[Layers]**
  Specify the number of cels of keys and inbetweens to be arranged in the cel stack.
- **[FPS]**
  Specify the number of frames per second.

[Project Info]

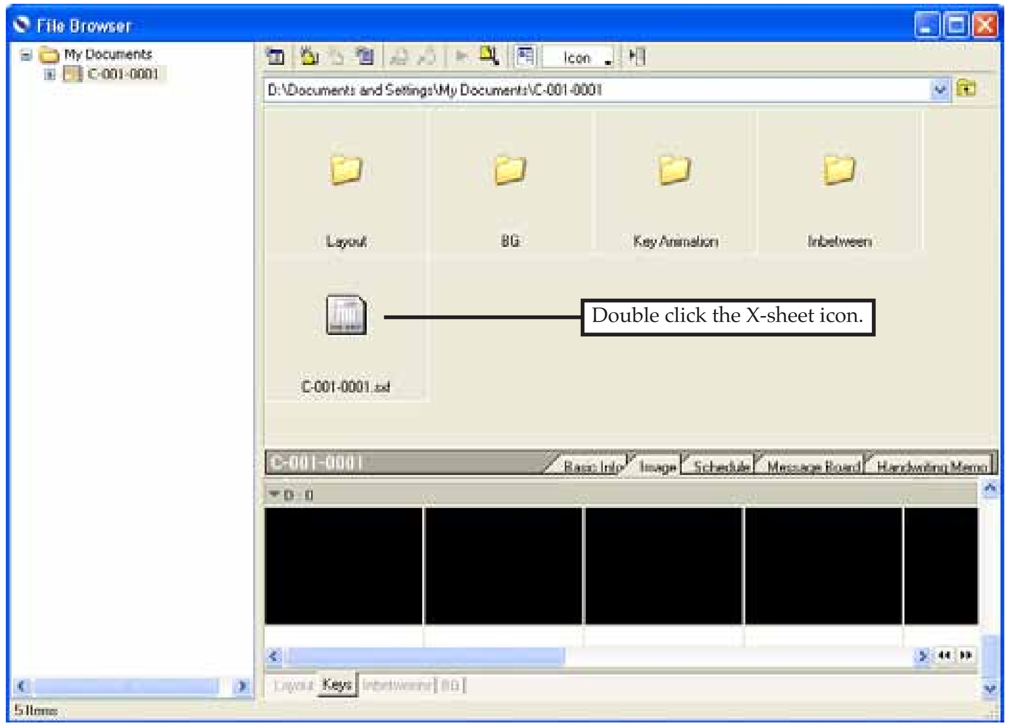
- **[Sequence]**
  Specify the sequence number of the animation.
  In the sequence number, you may use single-byte characters such as "1A".
- **[Scene]**
  Specify the scene number of the animation.
  In the sequence number, you may use single-byte characters such as "1A".

[Others]

- **[Sheet View]**
  Select one of the following units for showing the frames from the pull-down menu.
  [seconds + frames], [frames], [feet], [page, frame number]
- **[Frames Per Page]**
  Specify the maximum number of frames per page.
- **[Guide Line]**
  Specify whether to insert a guide line (separation) at regular intervals to make reading of the X-sheet easier. If you enter "6", for example, a bold line will be shown every 6 frames as separation.

3. X-sheet generation

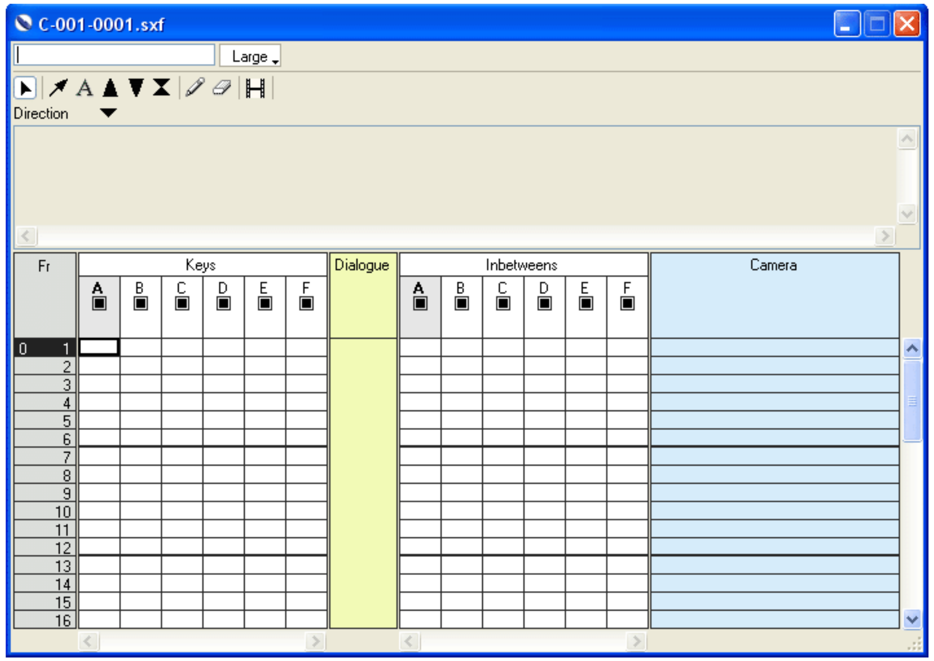
The new X-sheet is generated and its icon shown on the [File Browser].


File Browser
My Documents
C-001-0001
Icon
D:\Documents and Settings\My Documents\C-001-0001
Layout
BG
Key Animation
Inbetween
C-001-0001.sxf
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Layout
Keys
Inbetweens
BG
5 Items

Double click the X-sheet icon.

4. Opening an X-sheet

To open an [X-sheet Window], double click the X-sheet icon on the [File Browser].


C-001-0001.sxf
Large
Direction
Fr
Keys
A
B
C
D
E
F
Dialogue
Inbetweens
A
B
C
D
E
F
Camera
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

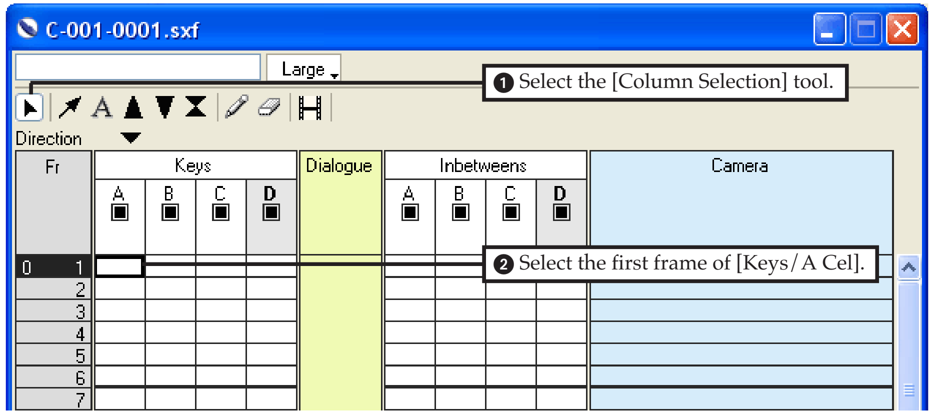
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Entering the key and inbetween numbers

The procedure for assembling an X-sheet by entering the key numbers and signs is as follows.

1. Select the target frame.

Select the [Column Selection] tool from the tool bar on the [X-sheet Window] and select the frame in which you want to enter the key number.

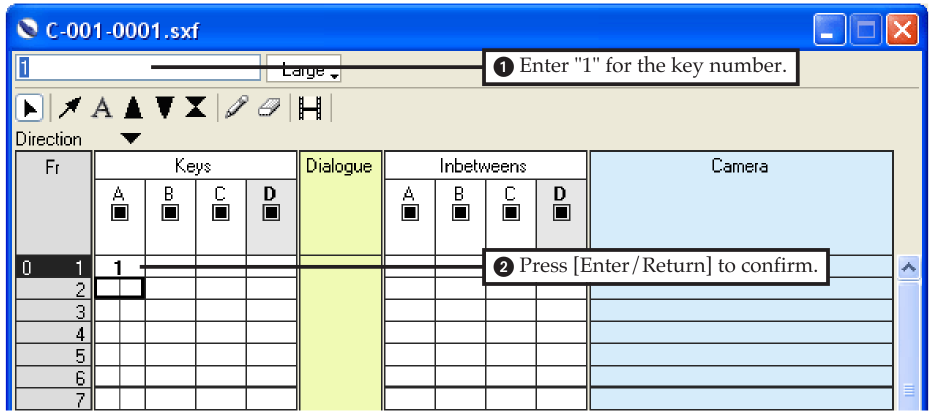

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
B
C
D

❶ Select the [Column Selection] tool.

❷ Select the first frame of [Keys/A Cel].

2. Enter the key number in the Input box.

Enter the key number in the Input box that has been enabled using the keyboard.

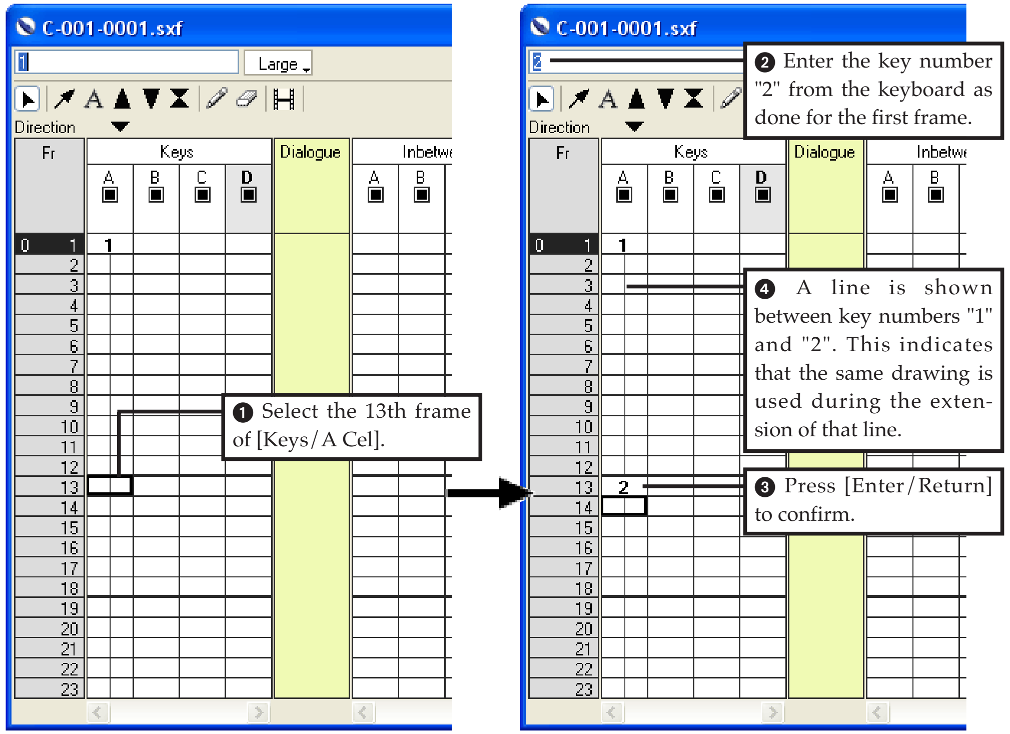

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
B
C
D

❶ Enter "1" for the key number.

❷ Press [Enter/Return] to confirm.

3. Enter the next key number.

Select the frame for the next key and enter the key number from the keyboard as done for the first frame.


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetwe
A
B
C
D

❶ Select the 13th frame of [Keys/A Cel].

❷ Enter the key number "2" from the keyboard as done for the first frame.

❸ Press [Enter/Return] to confirm.

❹ A line is shown between key numbers "1" and "2". This indicates that the same drawing is used during the extension of that line.

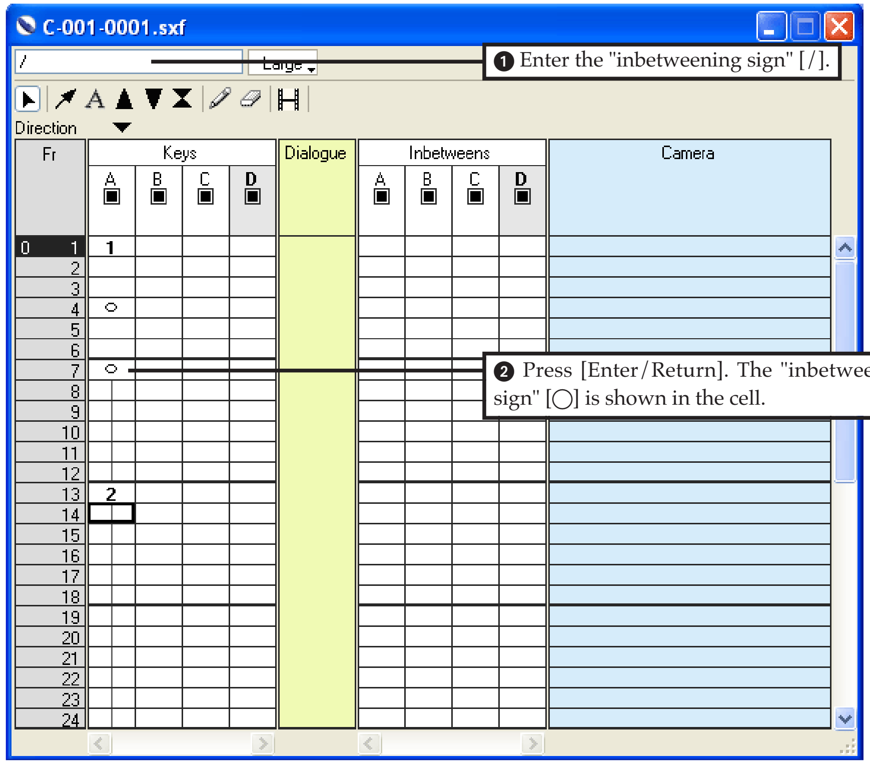
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

4. Enter the inbetweening sign.

Enter the inbetweening direction between the key numbers "1" and "2". In RETAS!PRO, an inbetweening direction is given using an "inbetweening sign". The method for entering an inbetweening sign is similar to that for entering a key number.

Signs that can be used for directions (e.g., inbetweening) are as follows.

- **Inbetweening sign** ○ **[/] key**
- **Reverse inbetweening sign** ● **[-] key**
- **Empty cell sign** ╳ **[*] key**



❶ Enter the "inbetweening sign" [/].

❷ Press [Enter/Return]. The "inbetweening sign" [○] is shown in the cell.

Tips

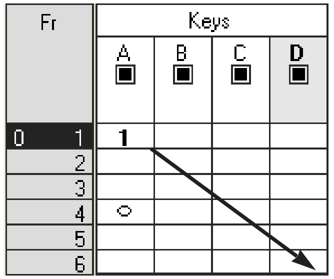
- Only single-byte alphanumeric characters can be used for a key or inbetween number.
- To correct an entered value, select the frame and reenter from the Input box.
- The line between the key numbers does not shown if the difference between them is less than 2 frames.
- Inbetweening sign and reverse inbetweening sign cannot be entered in the inbetween columns.

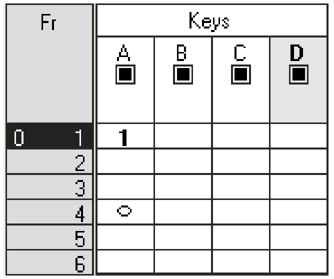
Selecting multiple data cells

The followings are methods for selecting multiple data cells.

Method 1 Drag

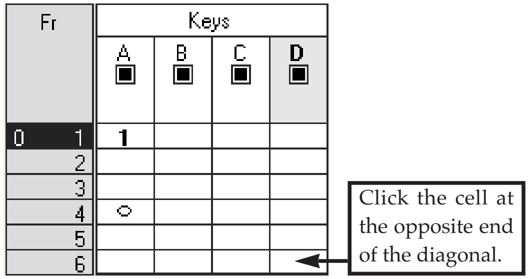
Drag the area of the X-sheet to select with the [Column Selection] tool. The selected [Data Cells] are shown enclosed in a bold black frame and highlighted.



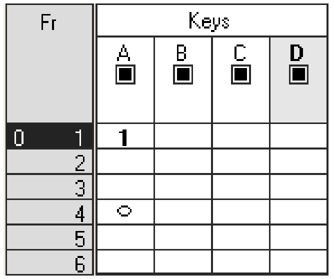


Method 2 Shift-Click

Click the starting [Data Cell], then click the end [Data Cell] with the [Shift] key held down at the opposite end of the diagonal. The selected [Data Cells] are shown enclosed in a bold black frame and highlighted.

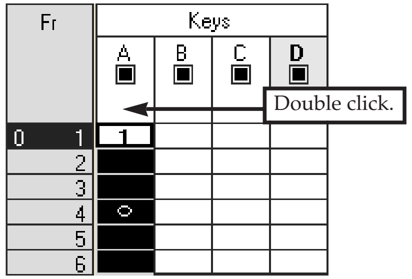


Click the cell at the opposite end of the diagonal.



Method 3 Selecting all data cells of a Cel layer

Double click the [Cel] title bar at the top of the [Cel] layer. All [Data Cells] from the first to the last in the corresponding [Cel] layer are selected.



Double click.

Tips

When dragging, the first [Data Cell] is not highlighted.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

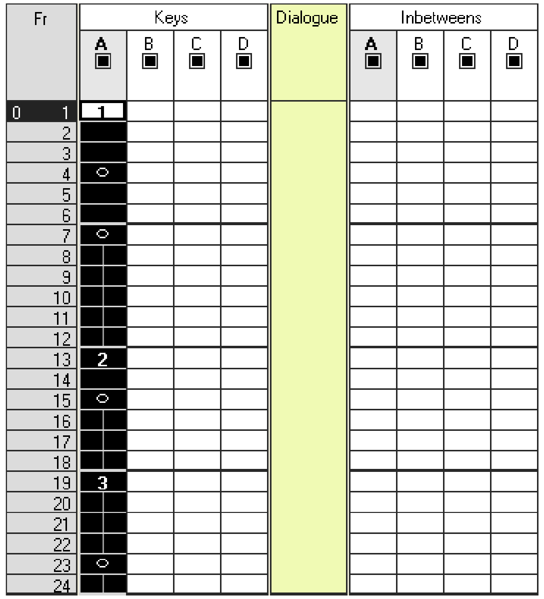
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Transferring inbetween numbers

The procedure for generating the inbetween numbers automatically and then transfer based on the key number and the inbetweening direction is as follows.

1. Select the transfer source and destination.

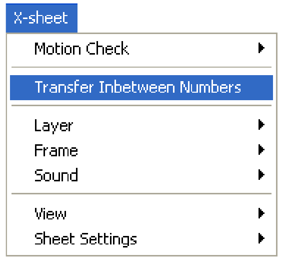
Open the X-sheet in which you want to transfer the inbetween numbers, and select the transfer source and destination [Cels].



Fr	Keys				Dialogue	Inbetweens			
	A	B	C	D		A	B	C	D
0 1	1								
2									
3									
4	○								
5									
6									
7	○								
8									
9									
10									
11									
12									
13	2								
14									
15	○								
16									
17									
18									
19	3								
20									
21									
22									
23	○								
24									

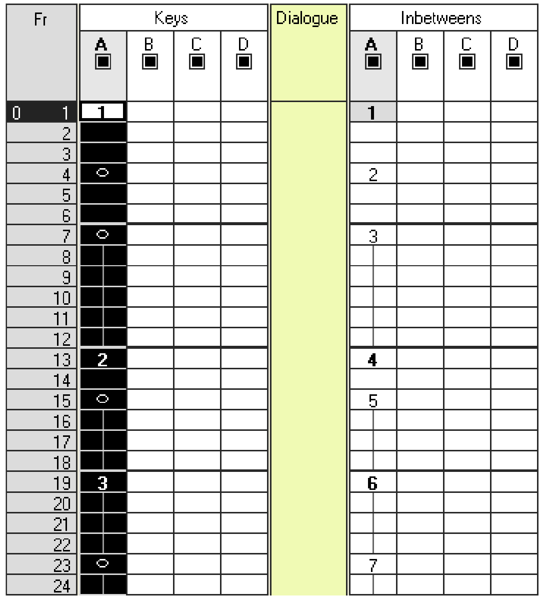
2. Select the menu.

Select [Transfer Inbetween Numbers] from the [X-sheet] menu.



3. Completion

The inbetween numbers generated based on the key number and inbetweening sign registered in the [Keys] column are transferred to the [Inbetweens] column.



Fr	Keys				Dialogue	Inbetweens			
	A	B	C	D		A	B	C	D
0 1	1					1			
2									
3									
4	○					2			
5									
6									
7	○					3			
8									
9									
10									
11									
12									
13	2					4			
14									
15	○					5			
16									
17									
18									
19	3					6			
20									
21									
22									
23	○					7			
24									

Tips

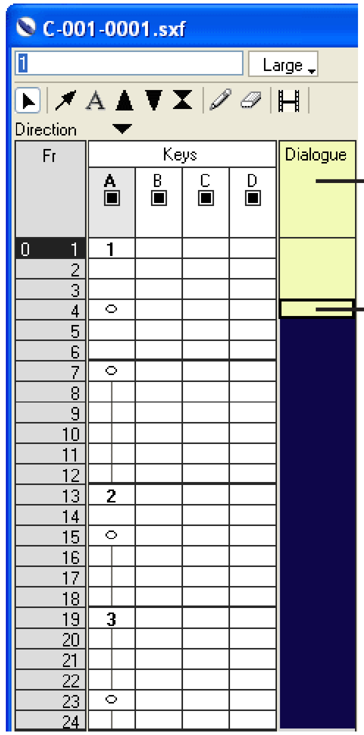
Make sure to check the inbetween numbers as transfer using [Transfer Inbetween Numbers] fails occasionally.
If [Transfer Inbetween Numbers] failed to transfer the inbetween numbers correctly, overwrite the correct numbers.

Entering a dialogue

The procedure for entering the dialogue the characters speak in the scene in the [Dialogue] column using text is as follows. The dialogue registered in the [Dialogue] column is shown on the screen during the motion check.

1. Select the Dialogue column.

Select the range of the [Dialogue] column to which the dialogue will apply. The selected data cells are shown enclosed in a bold black frame and highlighted.

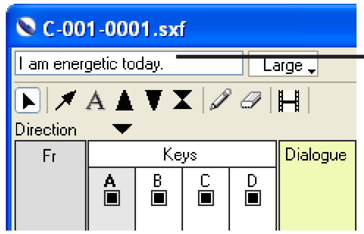

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A
B
C
D

To select the entire column, double click the title bar of the [Dialogue] column.

To limit the input of the dialogue to a specific range, use the [Column Selection] tool and drag it over the [Dialogue] column along the range you want to select.

2. Enter the dialogue.

Enter the dialogue in the Input box that has been enabled using the keyboard.

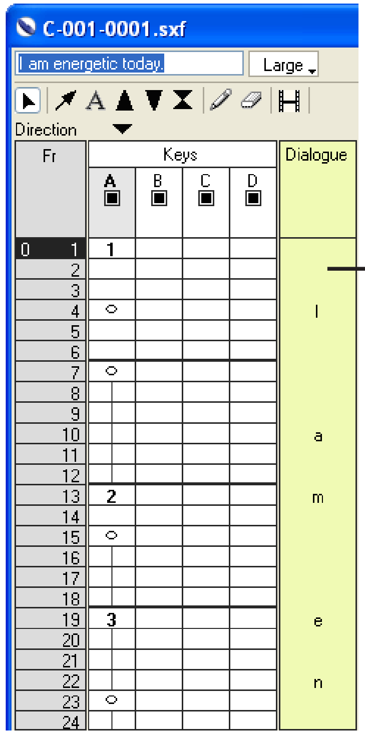

C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A
B
C
D

I am energetic today.

Enter the dialogue.

3. Completion

Press [Enter/Return] to confirm. The dialogue is shown in the Dialogue column.


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
A
B
C
D
I
a
m
e
n

I am energetic today.

Dialogue

Tips

Do not use fonts and symbols specific to a given computer model.

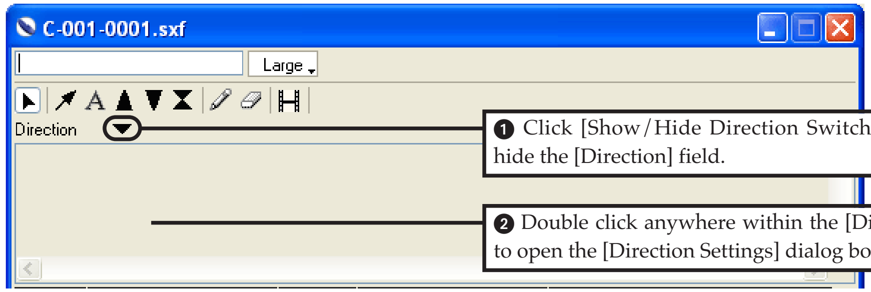
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Entering a shooting direction 1

The procedure for entering a text in the [Direction] field is as follows.

1. Open the Direction field.

Open the [Direction] field in the X-sheet.

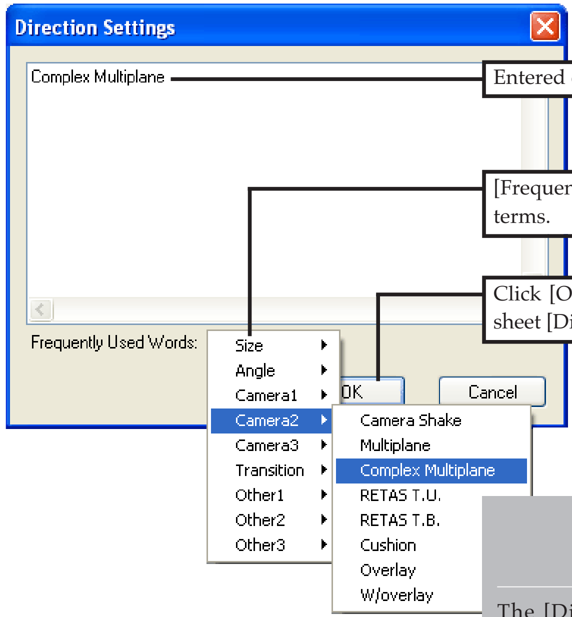

C-001-0001.sxf
Large
Direction

❶ Click [Show/Hide Direction Switch] to show or hide the [Direction] field.

❷ Double click anywhere within the [Direction] field to open the [Direction Settings] dialog box.

2. Enter the text in the Direction Settings dialog box.

The [Direction Settings] dialog box allows you to enter a shooting direction, for example, using the keyboard.


Direction Settings
Complex Multiplane
Frequently Used Words:
Size
Angle
Camera1
Camera2
Camera3
Transition
Other1
Other2
Other3
Camera Shake
Multiplane
Complex Multiplane
RETAS T.U.
RETAS T.B.
Cushion
Overlay
W/overlay
OK
Cancel

Entered content

[Frequently Used Words] allows you to select various terms.

Click [OK] to reflect the entered content onto the X-sheet [Direction] column.

Tips

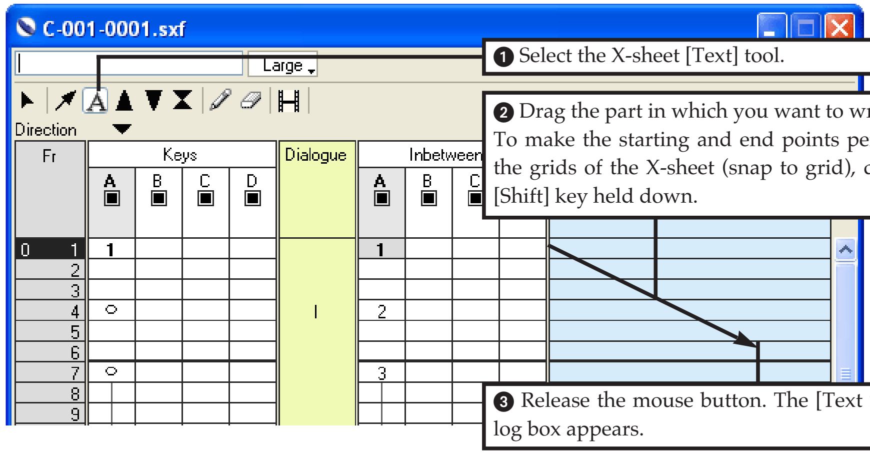
The [Direction Settings] dialog box can also be opened by selecting [Sheet Settings] → [Direction] from the [X-sheet] menu.

Entering a shooting direction 2

The procedure to create a text box on the X-sheet using the [Text] tool and enter a text in it is as follows. This is mainly used for entering shooting directions in the [Camera] column.

1. Select the Text tool.

Select the X-sheet [Text] tool and create a text box.


C-001-0001.sxf
Large
Direction
Fr
Keys
A
B
C
D
Dialogue
Inbetween
A
B
C
0
1
2
3
4
5
6
7
8
9

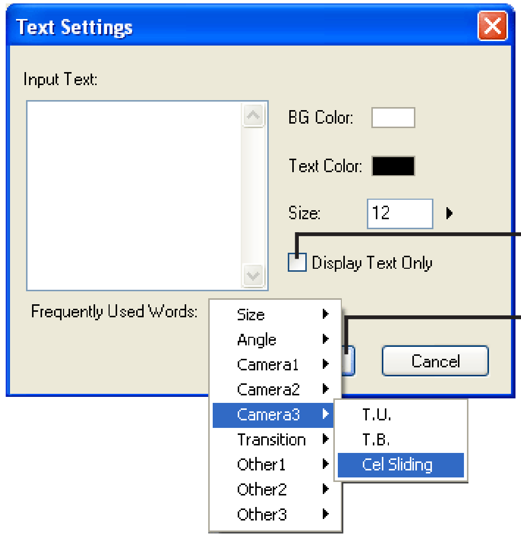
❶ Select the X-sheet [Text] tool.

❷ Drag the part in which you want to write a text. To make the starting and end points perfectly match the grids of the X-sheet (snap to grid), drag with the [Shift] key held down.

❸ Release the mouse button. The [Text Settings] dialog box appears.

2. Enter the direction in the Text Settings dialog box.

The [Text Settings] dialog box allows you to enter a text as well as configure settings.


Text Settings
Input Text:
BG Color:
Text Color:
Size: 12
☐ Display Text Only
Frequently Used Words:
Size
Angle
Camera1
Camera2
Camera3
Transition
Other1
Other2
Other3
T.U.
T.B.
Cel Sliding
Cancel

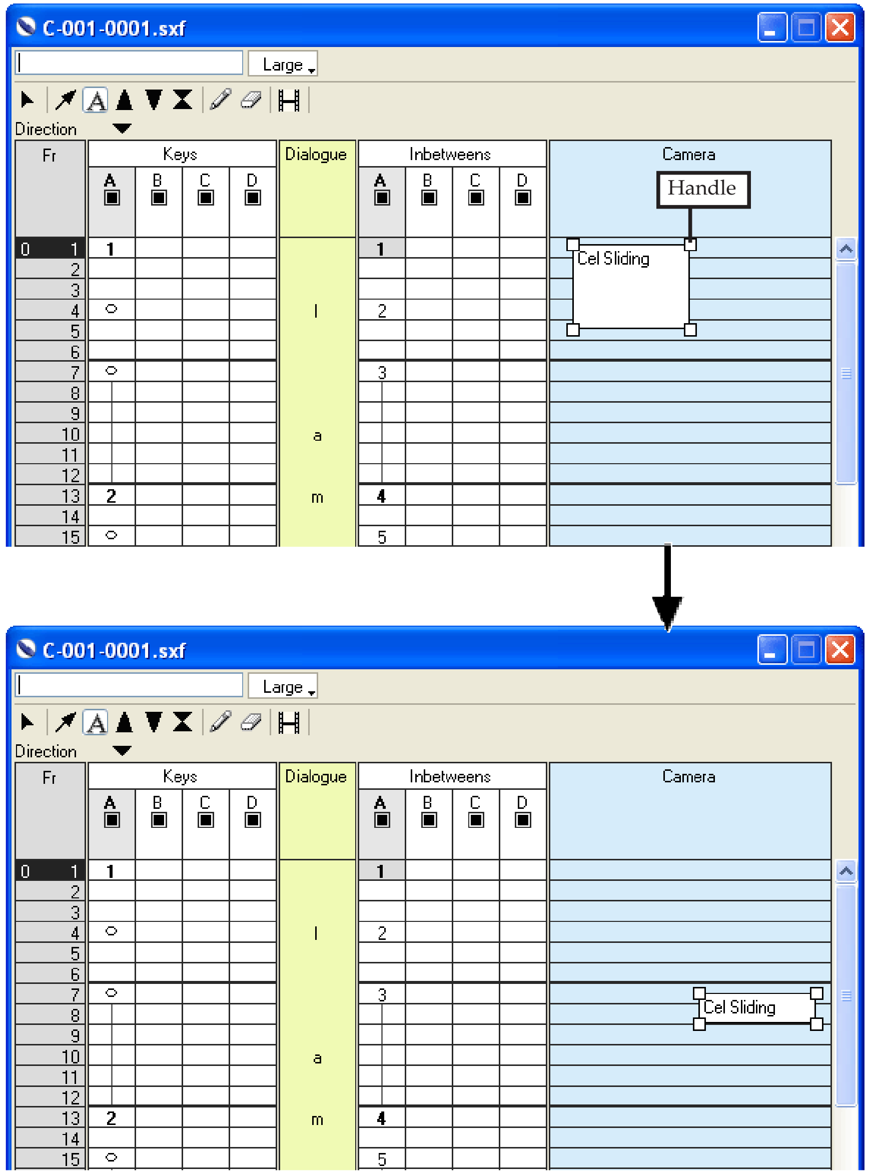
Turns off the text box background color and shows only the text.

Click [OK] to reflect the entered content onto the text box.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

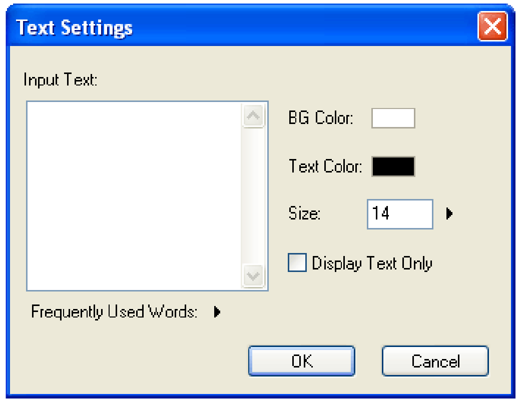
3. Moving and resizing the text box

To move, select the [Text] tool, place the mouse pointer anywhere within the text box and drag.
To resize, drag any of the handles at the corners of the text box.


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
Handle
Cel Sliding
Cel Sliding

4. Reconfiguring the text settings

To edit the text or change the settings, double click the text box and open the [Text Settings] dialog box again.


Text Settings
Input Text:
BG Color:
Text Color:
Size:
14
☐ Display Text Only
Frequently Used Words:
OK
Cancel

Text Settings dialog box

- **[Input Text]**
  Enter the text from the keyboard.
- **[Frequently Used Words] popup menu**
  The popup menu allows you to enter terms frequently used in the production of animations through selection.
- **[BG Color]**
  Click the button to select the text box (the rectangular area in which the text is shown) color.
- **[Text Color]**
  Click the button to select the font color.
- **[Size]**
  Specify a font (letter) size in the 4 - 48 range.
- **[Display Text Only]**
  Select this check box to show only the text without showing the text box.
- **[OK] button**
  Confirms the settings.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

Tips

A text box cannot be created over multiple columns or moved from one column to another.

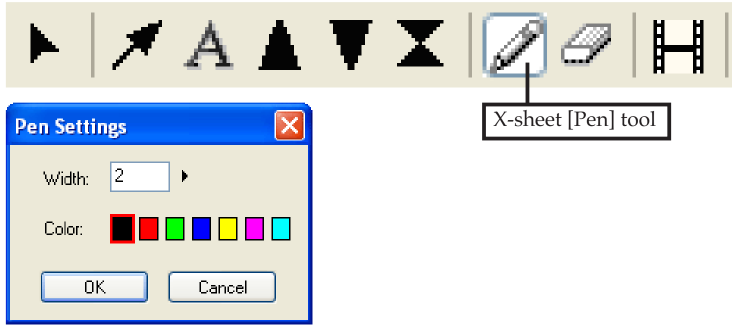
Entering a handwritten shooting direction

The procedure to use the graphics tablet pen and write a shooting direction directly on the X-sheet is as follows. This is convenient for writing directions difficult to enter using the text tool alone.

1. Select the Pen tool.

Select the X-sheet [Pen] tool.

Double click the [Pen] tool icon. The [Pen Settings] dialog box that allows you to select the pen size and the color appears. Selectable size ranges 1 - 10, and colors are: black, red, green, blue, yellow, pink, and light blue.



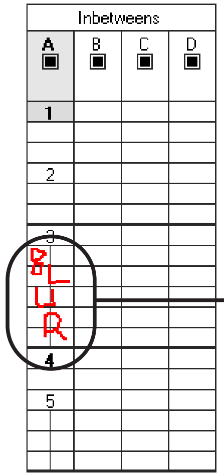
Width: 2

Color: ■🟥🟩🟦🟨■■

X-sheet [Pen] tool

2. Write with the pen.

Use the graphics tablet pen and write the shooting direction, for example, in any of the columns among [Keys], [Inbetweens], [Dialogue], and [Camera].



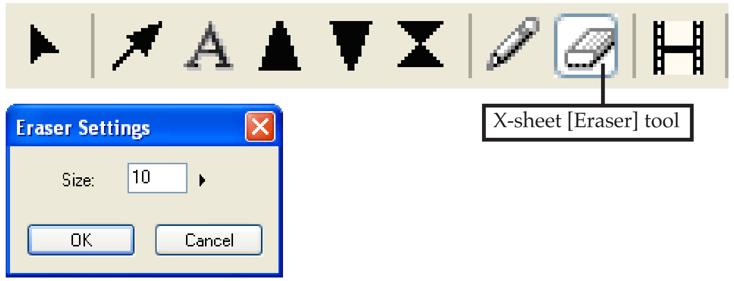
Example of handwritten direction

3. Erasing a handwritten direction

Handwritten directions can be erased using the X-sheet [Eraser] tool.

Double click the [Eraser] tool icon. The [Eraser Settings] dialog box that allows you to select the eraser size in the 1 - 20 range appears.

When erasing, it may appear as if the whole data cell(s) is (are) erased. However, the content of the data cell(s) remains and only the handwritten part will be erased.



Size: 10

X-sheet [Eraser] tool

Tips

A handwritten text cannot extend over multiple columns.

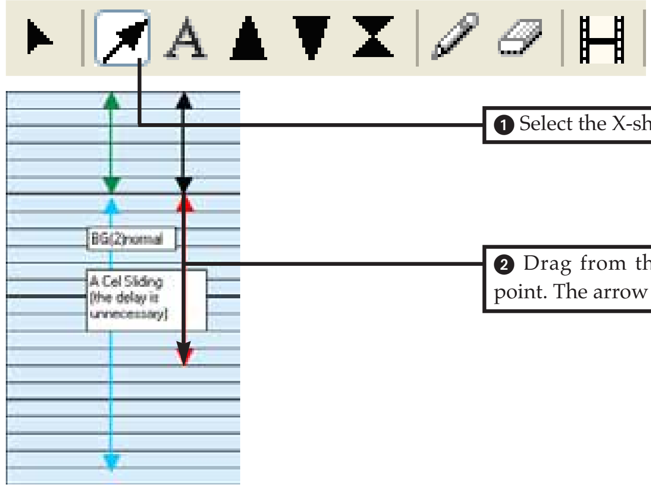
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Creating an arrow

The procedure for adding an arrow of a shooting direction such as T. U. (track up) to the Camera column is as follows.

1. Select the Arrow tool and drag.

Select the [X-sheet] window [Arrow] tool and drag it from the starting point to the end point of the arrow you want to draw.
To make the starting and end points perfectly match the grids of the X-sheet (snap to grid), drag with the [Shift] key held down.

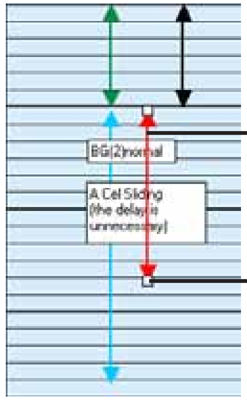


❶ Select the X-sheet [Arrow] tool.

❷ Drag from the starting point to the end point. The arrow will be added.

2. Moving the arrow

To move the arrow position, select the arrow with the [Arrow] tool and drag.
To change the arrow's length or angle, drag one of its handles.

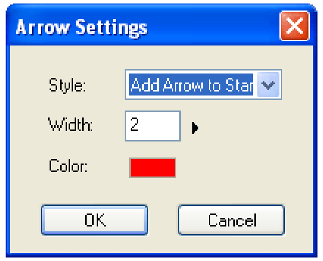


Select the arrow to move.

Handle

3. Configuring the detailed arrow settings

Select the [Arrow] tool and double click the arrow on the X-sheet. The [Arrow Settings] dialog box that allows you to configure the detailed settings appears.


Arrow Settings

Style: Add Arrow to Star

Width: 2

Color:

- **[Style]**
  Select the place to add the arrow from among the following options.
  [Add Arrow to Starting Point], [Add Arrow to End Point], [Add Arrow to Starting and End Points]
- **[Width]**
  Specify the line width.
- **[Color]**
  Click the [Foreground Color] button to open the Color Settings panel. Selecting a color there changes the line color.
- **[OK] button**
  Confirms the settings.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

4. Deleting an arrow

To delete an arrow, select the arrow with the [Arrow] tool and press [Delete].

Tips

An arrow cannot be created over multiple columns or moved from one column to another.

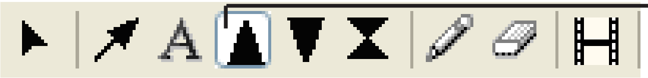
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Entering an optical markup sign

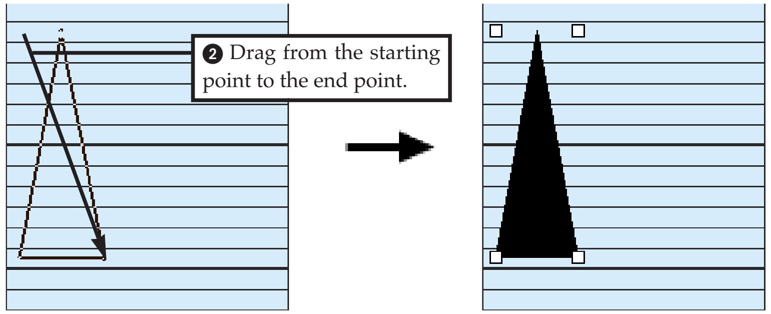
The procedure for drawing an [F.I. (Fade In)], [F.O. (Fade Out)], or [O.L. (Overlap)] markup sign is as follows. The procedure explained here is for [F.I. (Fade In)]. However, it is the same for [F.O. (Fade Out)] and [O.L. (Overlap)].

1 Select the [F.I. (Fade In)] tool.

Select the [X-sheet] window [F.I.] tool and drag it from the starting point to the end point of the F.I. markup sign you want to draw.
To make the starting and end points perfectly match the grids of the X-sheet (snap to grid), drag with the [Shift] key held down.



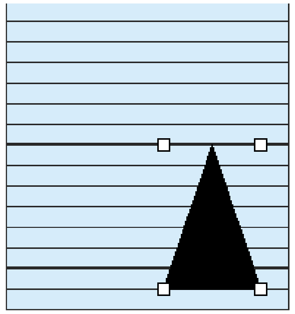
❶ Select the X-sheet [F.I.] tool.



❷ Drag from the starting point to the end point.

2. Moving a F.I. (Fade In) markup sign

To move, select the [F.I.] tool and drag the F.I. markup sign.
To change the F.I. markup sign's length or angle, drag one of its handles.



3. Deleting a F.I. (Fade In) markup sign

To delete a F.I. markup sign, select the F.I. markup sign with the [F.I.] tool and press [Delete].

Tips

A markup sign cannot be created over multiple columns or moved from one column to another.

Importing a sound file

The procedure for importing a sound file to the [Sound] column and playing it along with the images is as follows.

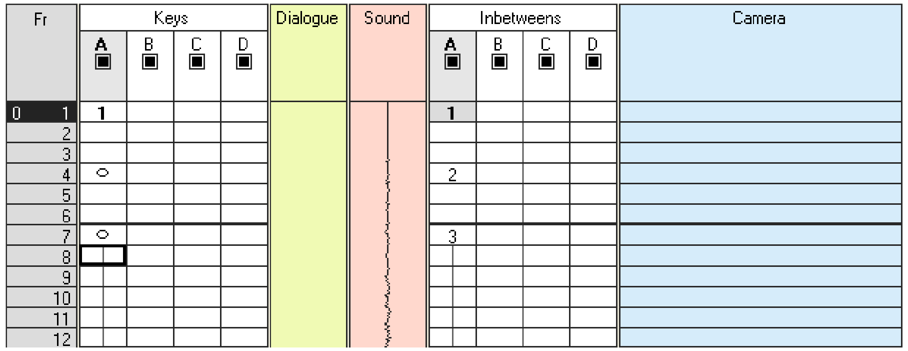
Supported formats: WAV, AIF, AIFF

1. Select a sound file.

Select [Sound] → [Import...] from the [X-Sheet] menu. The [Open] dialog box appears.
In the [Open] dialog box, select the sound file to import to the [Sound] column.

2. Import and show the sound file.

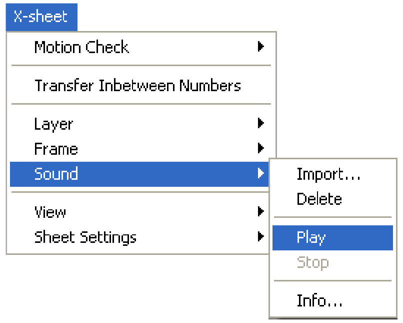
When the import is complete, the sound wave is shown in the X-sheet [Sound] column.



Fr
Keys
A
B
C
D
Dialogue
Sound
Inbetweens
A
B
C
D
Camera
0
1
2
3
4
5
6
7
8
9
10
11
12

3. Play the sound file.

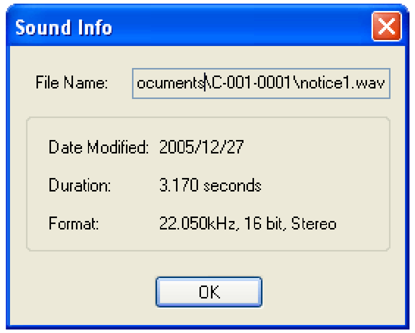
To play the imported sound file, select [Sound] → [Play] from the [X-Sheet] menu. To stop playing, select [Stop].



X-sheet
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Import...
Delete
Play
Stop
Info...

4. Showing the sound file information

Select [Sound] → [Info...] from the [X-sheet] menu. The [Sound Info] dialog box appears.


Sound Info

File Name: ocuments\C-001-0001\notice1.wav

Date Modified: 2005/12/27

Duration: 3.170 seconds

Format: 22.050kHz, 16 bit, Stereo

OK

- **[File Name]**
  Shows the location and filename of the sound file.
- **[Date Modified]**
  Shows the date the sound file was last modified.
- **[Duration]**
  Shows the duration of the sound file.
- **[Format]**
  Shows the sampling rate of the sound file and whether it is a mono or stereo sound.

5. Deleting a sound file

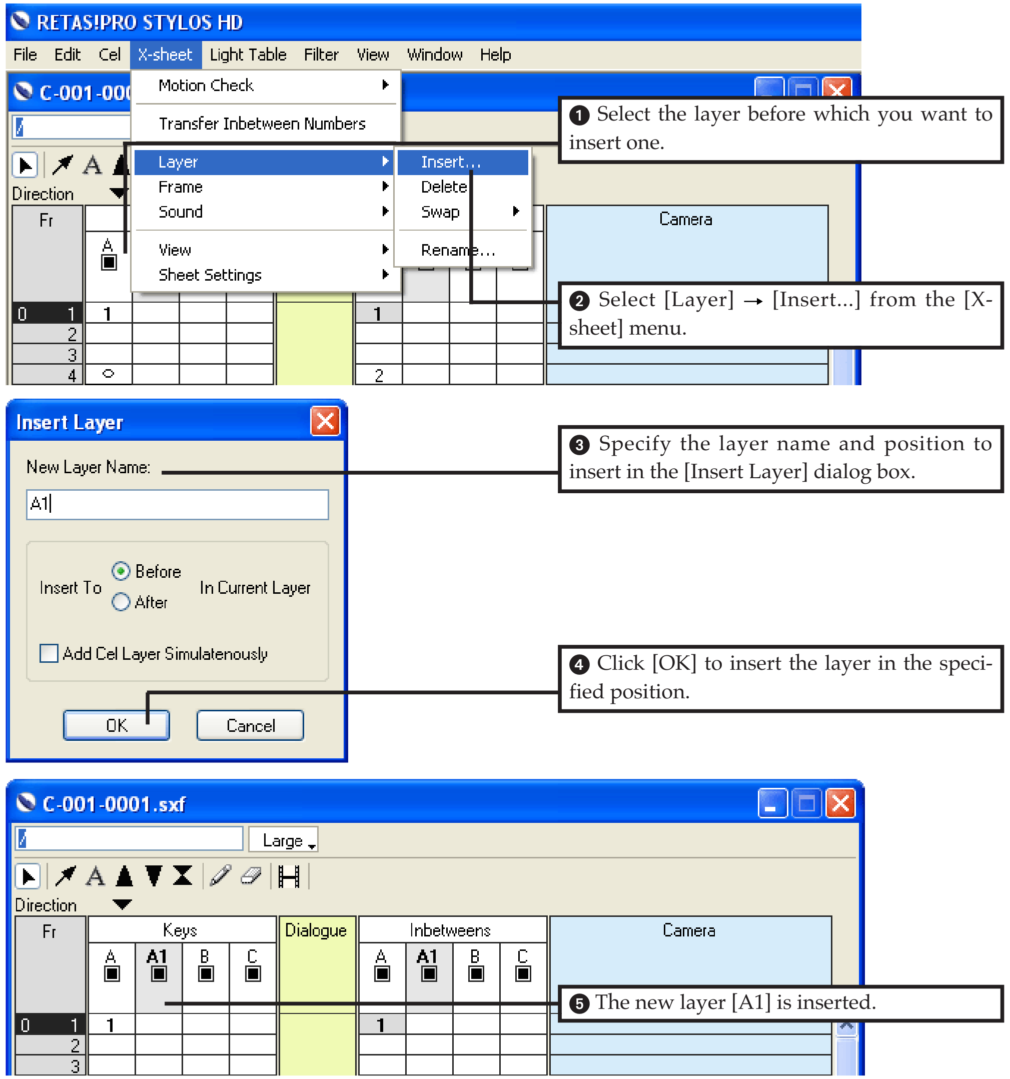
To delete an imported sound file, select [Sound] → [Delete] from the [X-Sheet] menu.

Editing a Layer (column)

The procedures for inserting, deleting, swapping and renaming a layer are as follows.

Inserting a layer

The procedure for inserting a layer is as follows.


RETAS!PRO STYLOS HD
File
Edit
Cel
X-sheet
Light Table
Filter
View
Window
Help
C-001-000
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Insert...
Delete
Swap
Rename...
Direction
Fr
Camera
Insert Layer
OK
Cancel
C-001-0001.sxf
Large
Keys
Dialogue
Inbetweens
A
A1
B
C

❶ Select the layer before which you want to insert one.

❷ Select [Layer] → [Insert...] from the [X-sheet] menu.

❸ Specify the layer name and position to insert in the [Insert Layer] dialog box.

New Layer Name: A1

Insert To ● Before ○ After In Current Layer

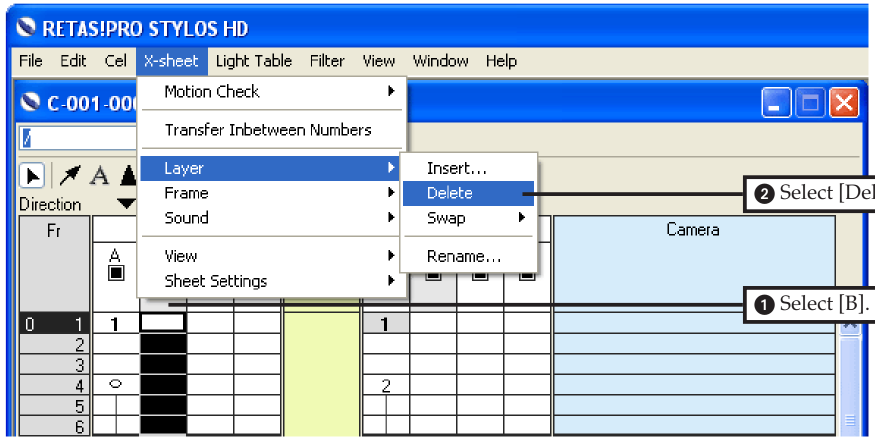
☐ Add Cel Layer Simulatenously

❹ Click [OK] to insert the layer in the specified position.

❺ The new layer [A1] is inserted.

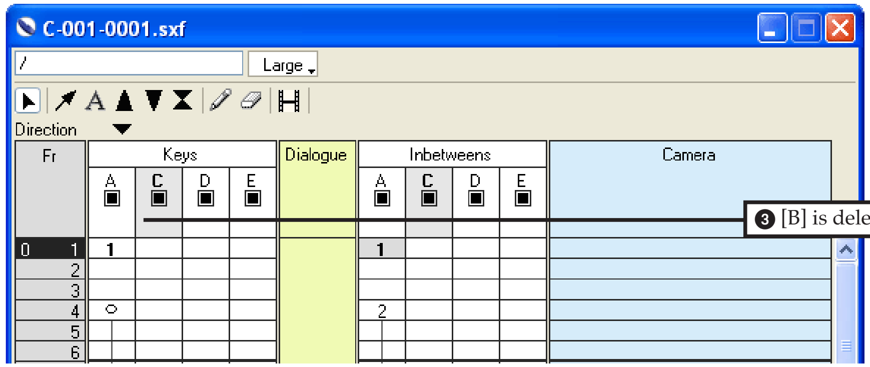
Deleting a layer

To delete, select the layer you want to delete and then [Layer] → [Delete] from the [X-sheet] menu.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Insert...
Delete
Swap
Rename...
Camera

② Select [Delete].

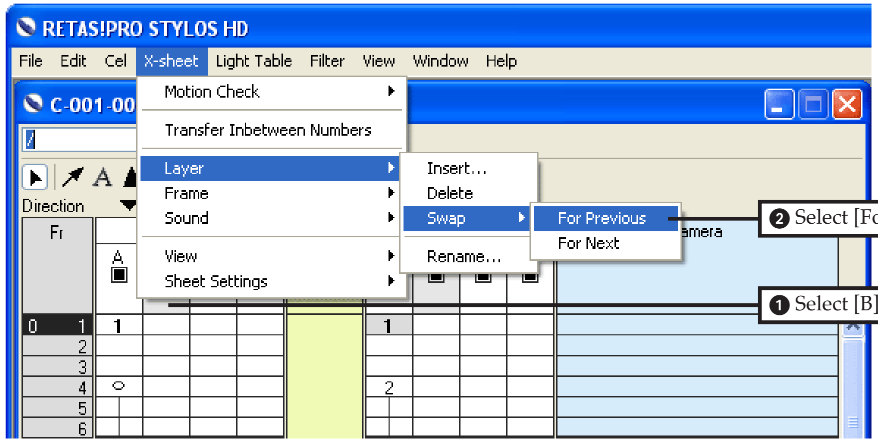
① Select [B].


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
C
D
E

③ [B] is deleted.

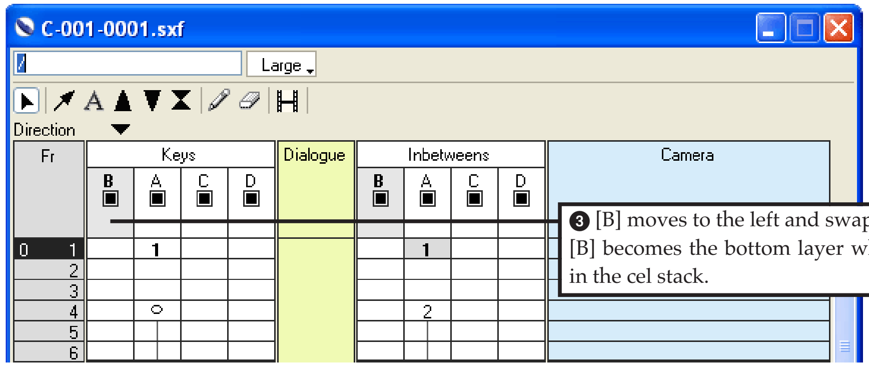
Swapping Layers

To swap, select the layer you want to move and then [Layer] → [Swap] from the [X-sheet] menu.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Insert...
Delete
Swap
Rename...
For Previous
For Next

② Select [For Previous].

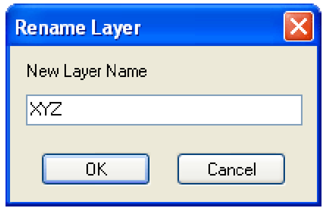
① Select [B].


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
B
A
C
D

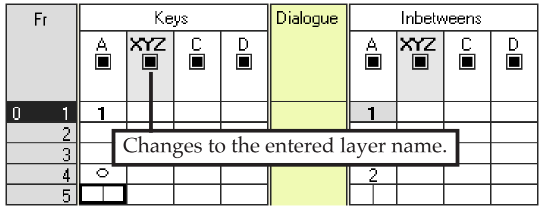
③ [B] moves to the left and swaps with [A]. [B] becomes the bottom layer when arranged in the cel stack.

Renaming a layer

To rename, select the layer you want to rename and then [Layer] → [Rename...] from the [X-sheet] menu.
Enter the new name in [New Layer Name] of the [Rename Layer] dialog box. Letters are shown up to third one.
Click [OK] to confirm the new layer name.


Rename Layer
OK
Cancel

New Layer Name: XYZ


Fr
Keys
Dialogue
Inbetweens
A
XYZ
C
D

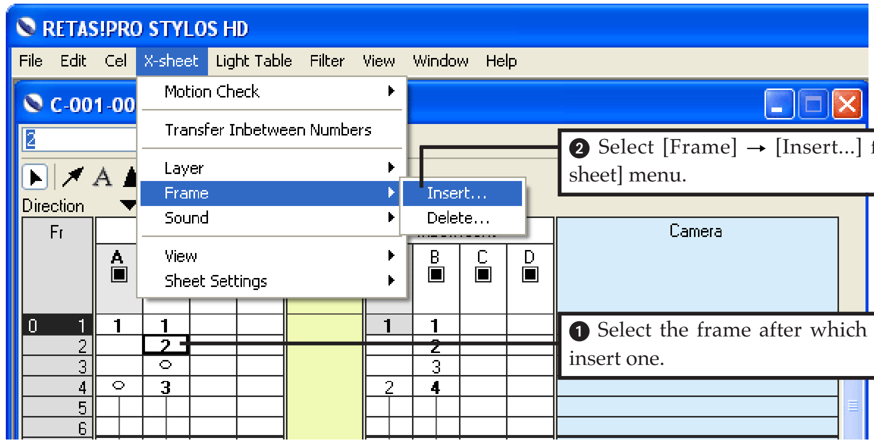
Changes to the entered layer name.

Editing a Frame (row)

The procedures to insert and delete a frame are as follows.

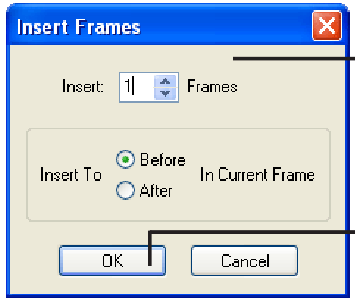
Inserting a frame

The procedure for inserting a frame is as follows.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
C-001-00
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Insert...
Delete...
Direction
Fr
Camera

❶ Select the frame after which you want to insert one.

❷ Select [Frame] → [Insert...] from the [X-sheet] menu.

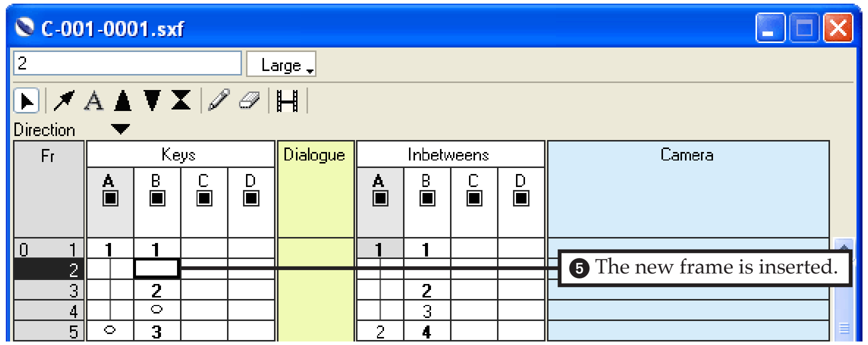

Insert Frames
OK
Cancel

Insert: 1 Frames

Insert To ◉ Before ○ After In Current Frame

❸ Specify the number of frames and position to insert in the [Insert Frame] dialog box.

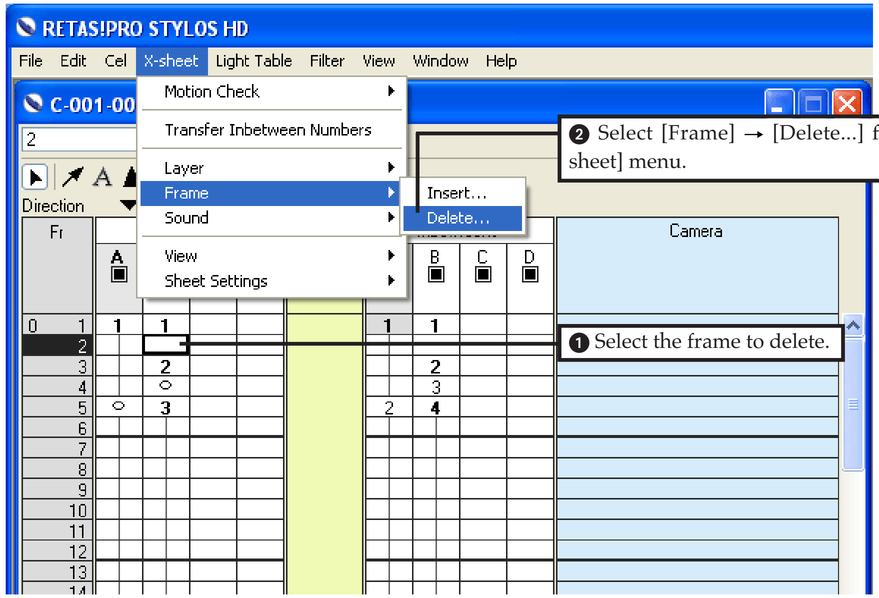
❹ Click [OK] to insert the frame in the specified position.


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
B
C
D

❺ The new frame is inserted.

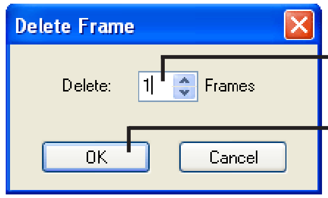
Deleting a frame

To delete, select the frame you want to delete and then [Frame] → [Delete...] from the [X-sheet] menu.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
C-001-00
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Insert...
Delete...
Direction
Fr
Camera

❶ Select the frame to delete.

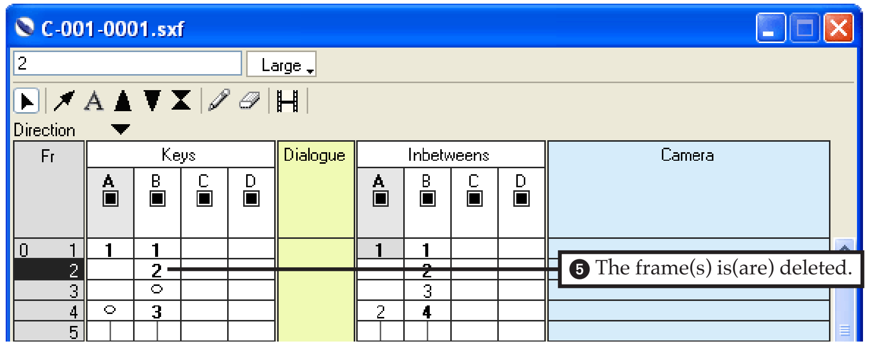
❷ Select [Frame] → [Delete...] from the [X-sheet] menu.


Delete Frame
OK
Cancel

Delete: 1 Frames

❸ Specify the number of frames to delete in [Delete] of the [Delete Frame] dialog box.

❹ Click [OK] to delete the frame(s) from the specified position.


C-001-0001.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetweens
Camera
A
B
C
D

❺ The frame(s) is(are) deleted.

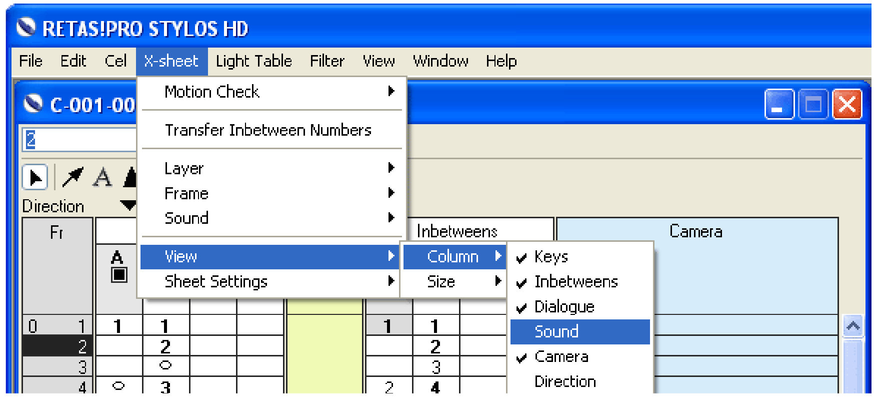
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Viewing the X-sheet

The procedures for showing/hiding an X-sheet column and changing its size are as follows.
The view can be changed dynamically depending on your needs.

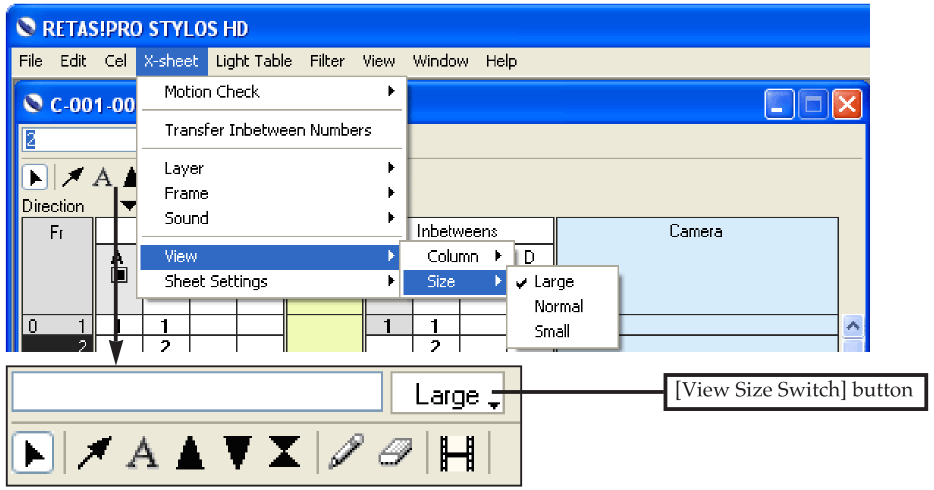
Showing/Hiding a column

To show/hide a column, select/deselect the corresponding item (column) from [View] → [Column] under the [X-sheet] menu. Selected items are those visible. [Sound] is hidden in the default settings.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
C-001-00
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Column
Size
Keys
Inbetweens
Dialogue
Sound
Camera
Direction
Inbetweens
Camera
Direction
Fr

Changing the size

To select a view size from among Large, Normal, and Small, use either of the following methods.
- Select from [View] → [Size] under the [X-sheet] menu.
  The selected size is applied.
- Press the X-sheet [View Size Switch] button.

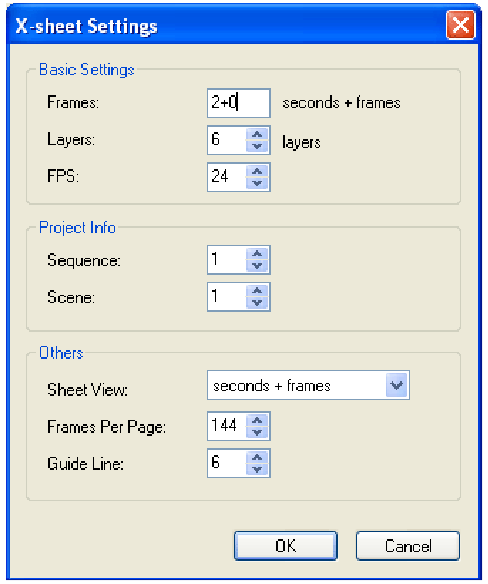

RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
C-001-00
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Column
Size
Large
Normal
Small
Inbetweens
Camera
Direction
Fr
Large
[View Size Switch] button

Changing the X-sheet settings

The procedure for changing the X-sheet detailed settings is as follows.

1. X-sheet settings

Select [Sheet Settings] → [General...] from the [X-sheet] menu. The [X-sheet Settings] dialog box that allows you to configure the basic settings, the project information, and other details appears.


X-sheet Settings

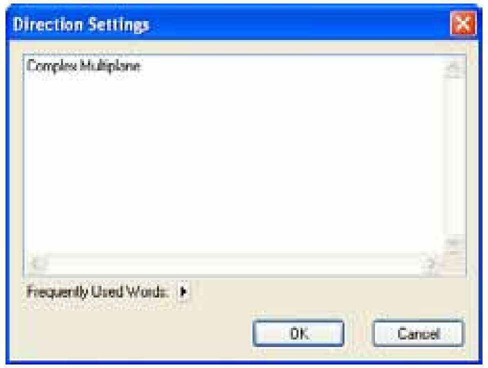
Basic Settings
Frames: 2+0 seconds + frames
Layers: 6 layers
FPS: 24

Project Info
Sequence: 1
Scene: 1

Others
Sheet View: seconds + frames
Frames Per Page: 144
Guide Line: 6

2. Direction settings

Select [Sheet Settings] → [Direction...] from the [X-sheet] menu. The [Direction Settings] dialog box that allows you to change the direction column content appears.


Direction Settings

Complex Multiplane

Frequently Used Words
OK
Cancel

Saving an X-sheet

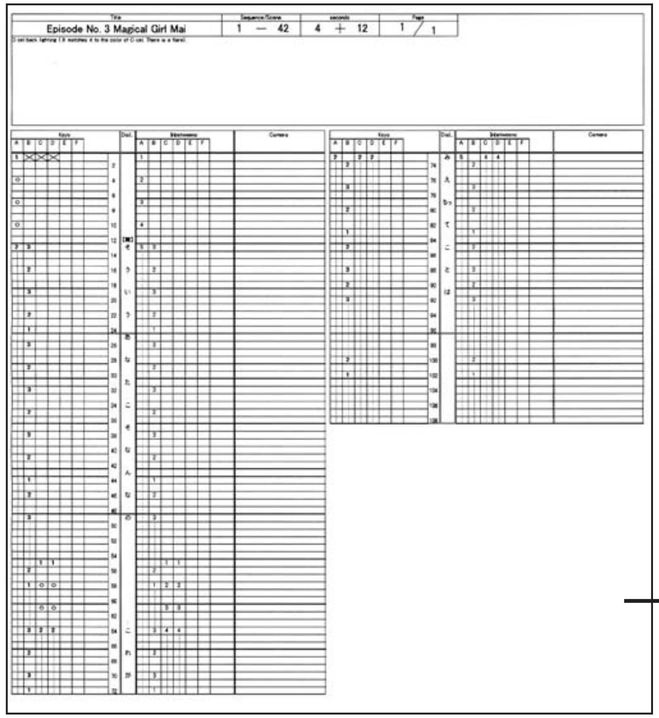
Select [Save] from the [File] menu.
Save frequently to reduce the amount of data loss in case of power failure or computer problem.

Reverting an X-sheet

Select [Revert] from the [File] menu.
The X-sheet is returned to the last saved content. Use this command to recover from a wrong operation or when you want to discard all the changes made.

Printing an X-sheet

Open the X-sheet you want to print by double clicking its icon. Select [Page Setup...] from the [File] menu and configure the page settings.
Then, select [Print...] from the [File] menu. For details on the setting items in each dialog box, refer to the OS or printer manual.

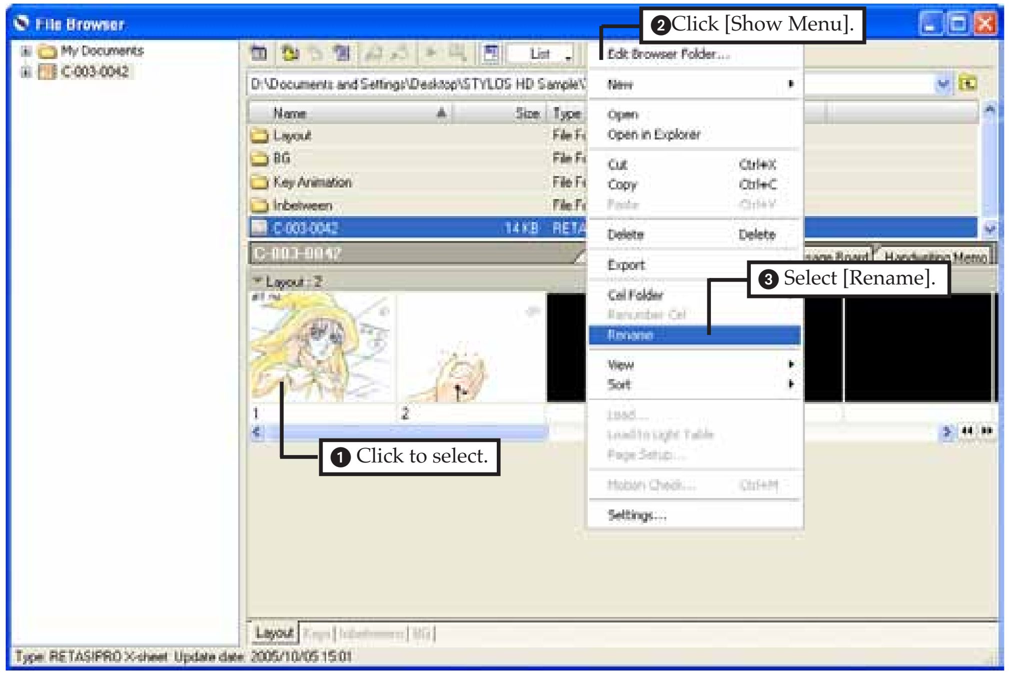


Episode No. 3 Magical Girl Mai

Printed X-sheet

Renaming an X-sheet

Select the X-sheet to rename by double clicking its icon on the [File Browser]. Then click the [Show Menu] button on the [File Browser] and select [Rename]. The name field below the icon turns blue indicating you can retype on it.


File Browser
My Documents
C-003-0042
List
D:\Documents and Settings\Desktop\STYLOS HD Sample\
Name
Size
Type
Layout
BG
Key Animation
Inbetween
C-003-0042
14 KB
Layout : 2
1
2
Layout
Keys
Inbetween
BG
Edit Browser Folder...
New
Open
Open in Explorer
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Delete Delete
Export
Cel Folder
Renumber Cel
Rename
View
Sort
Load...
Load to Light Table
Page Setup...
Motion Check... Ctrl+M
Settings...

Type: RETAS!PRO X-sheet Update date: 2005/10/05 15:01

❷Click [Show Menu].

❸ Select [Rename].

❶ Click to select.

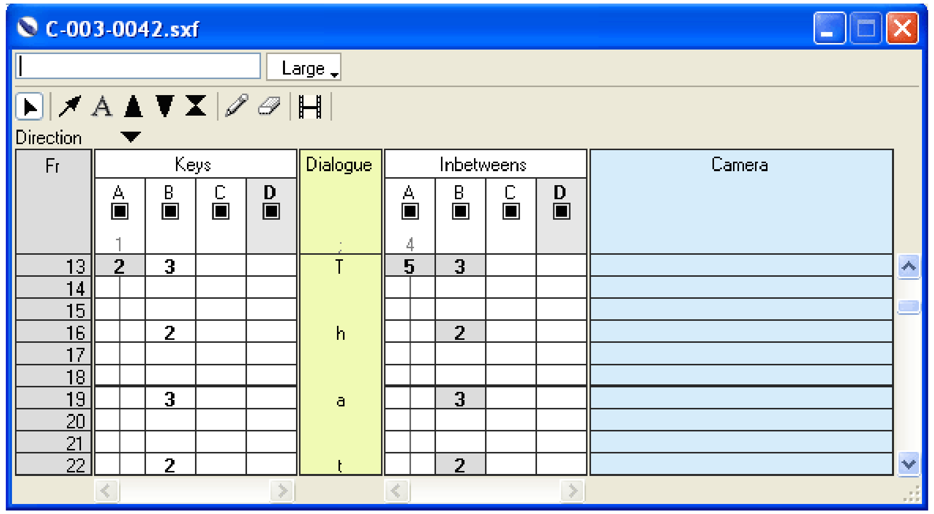
Deleting an X-sheet

Select the icon of the X-sheet you want to delete from the [File Browser] and press [Delete]. A confirmation dialog box appears. Select [Yes] to confirm the deletion.

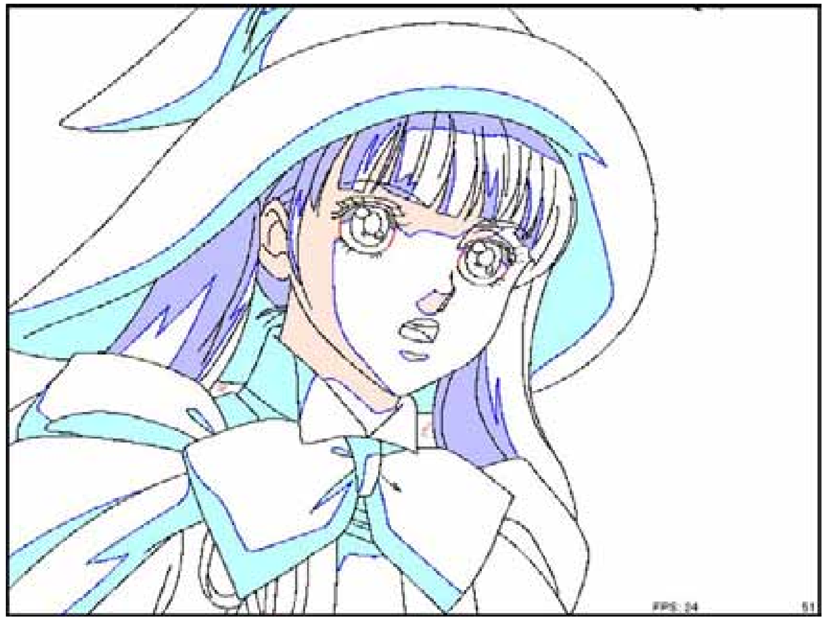
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Motion Check function

This function allows you to perform a motion check according to the timings and cel stacking indicated in the X-sheet.

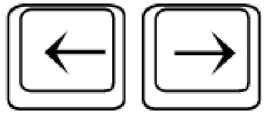

C-003-0042.sxf
Large
Direction

Fr	Keys A	Keys B	Keys C	Keys D	Dialogue	Inbetweens A	Inbetweens B	Inbetweens C	Inbetweens D	Camera
	1					4				
13	2	3			T	5	3			
14										
15										
16		2			h		2			
17										
18										
19		3			a		3			
20										
21										
22		2			t		2			

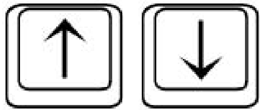


Frame-by-frame advance using the Arrow key

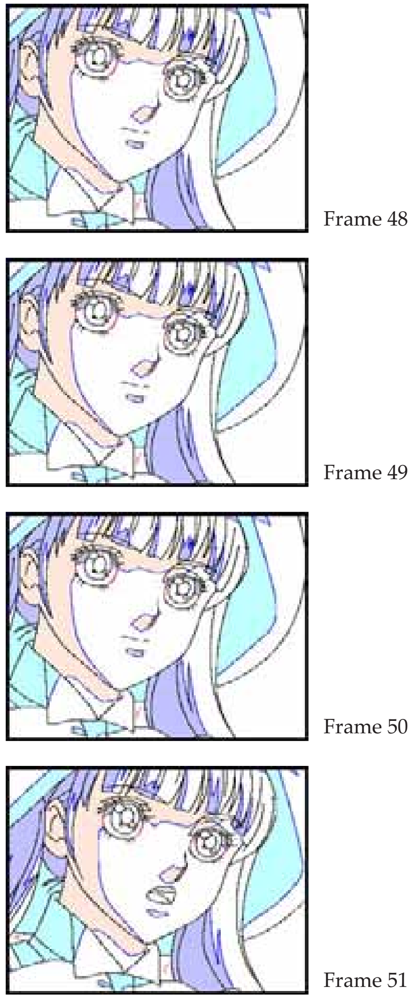
Click the arrow key to advance the images frame-by-frame.

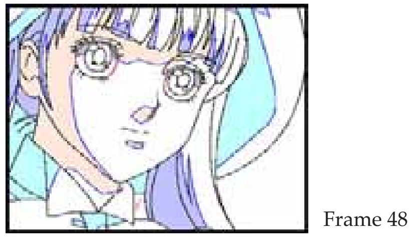


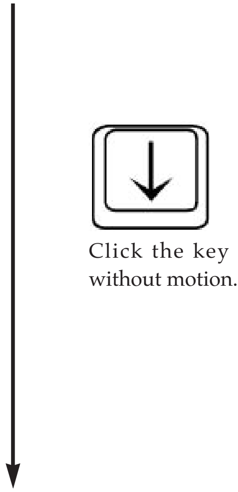
Advances the images by one frame at a time unconditionally.



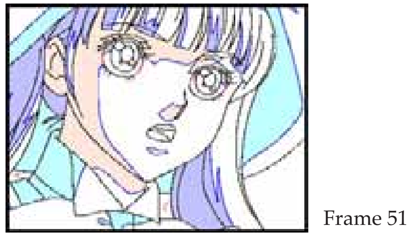
Advances the images by frames, skipping those without any changes.


Frame 48
Frame 49
Frame 50
Frame 51



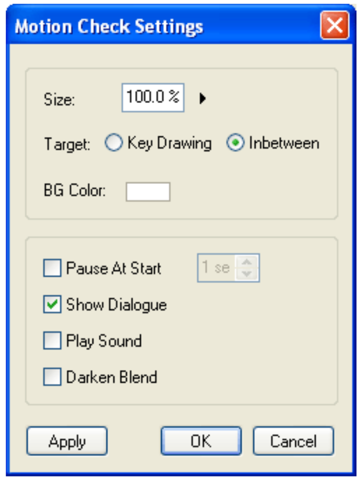


Click the key to skip frames without motion.



Configuring a Motion Check

Select [Motion Check] → [Settings...] from the [X-Sheet] menu. The Motion Check Settings dialog box appears. Configure the Motion Check settings.



Motion Check Settings

Size: 100.0 %

Target: ○ Key Drawing ● Inbetween

BG Color:

☐ Pause At Start 1 se

☑ Show Dialogue

☐ Play Sound

☐ Darken Blend

- **[Size]**
  Specify the size in which the images will be shown.
- **[Target]**
  Select whether the images to show will be [Key Drawing] or [Inbetween] using the radio buttons.
- **[BG Color]**
  Click the [Foreground Color] button to open the Color Settings panel. The color selected there will be used as the BG color for the images to be shown.

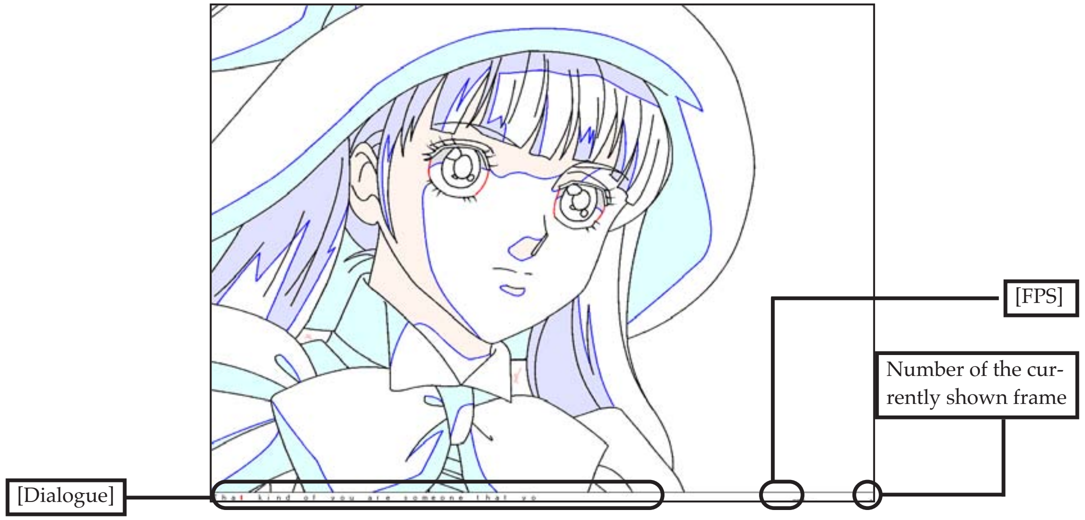
* The following items are items enabled by selecting the corresponding check box.

- **[Pause At Start]**
  Select this check box to set the number of seconds to wait before starting the Motion Check.
- **[Show Dialogue]**
  Shows the dialogue in the [Dialogue] column at the lower left of the screen according to the X-sheet settings.
- **[Play Sound]**
  Plays the sound data registered in the [Sound] column.
- **[Darken Blend]**
  Compares the pixels of the two layers to composite and composites with the darker one.

- **[Apply]**
  Executes the Motion Check.
- **[OK]**
  Confirms the settings which will be reflected on the Motion Check to execute.
- **[Cancel]**
  Cancels the settings and closes the dialog.

Executing a Motion Check

To execute the Motion Check, click the [Motion Check] button on the X-sheet or select [Motion Check] → [Apply] from the [X-sheet] menu.



- **[Dialogue]**
  The text in the [Dialogue] column are shown according to the X-sheet timing.
- **[FPS]**
  Indicates the FPS (actual value) of the images being played. The FPS is not shown during pauses.
- **[Current Frame Number]**
  Indicates the number of the frame currently shown on the screen. This indication is convenient for checking the current frame number at a pause or at a motion check by the frame.

Adjusting the playback speed from the keyboard

The following keyboard operations are available during a Motion Check.

- **[Space]** Pause and Play
- **[Esc]** Stop
- **[Left]** Show previous frame
- **[Right]** Show next frame

These keyboard operations are for playing according to the X-sheet by the frame.

- **[Up]** Show previous frame with a difference in the image
- **[Down]** Show next frame with a difference in the image

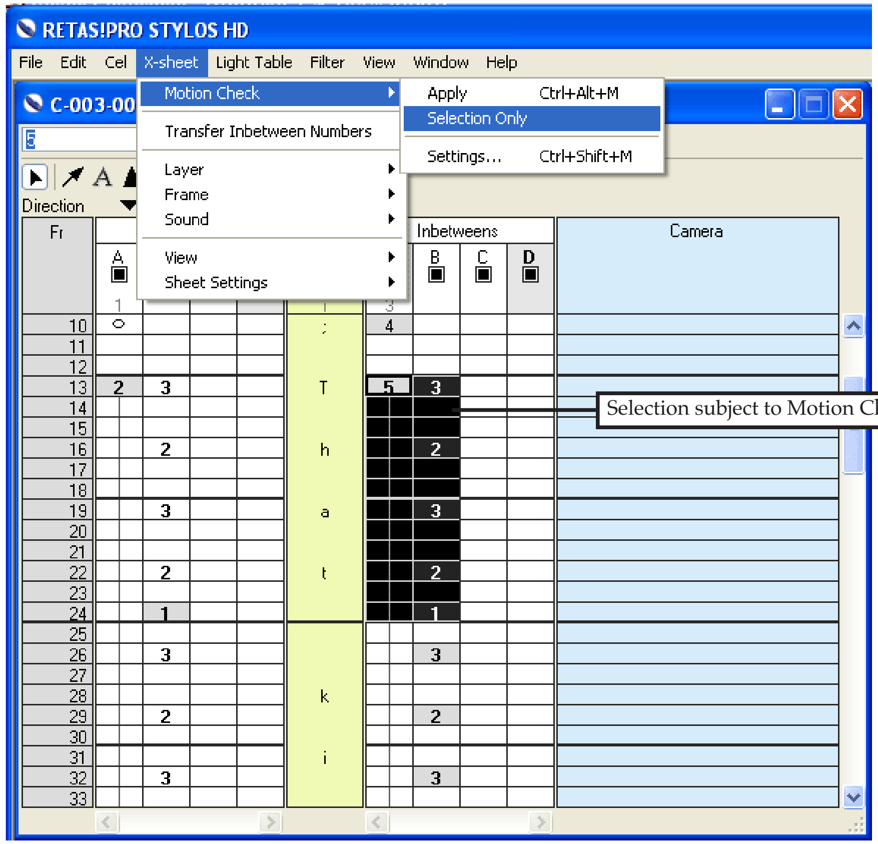
These keyboard operations are useful for checking an X-sheet with few changes in the images as when a Step in 3's is used.

Changes the playback FPS.

- **[1]** 30 fix
- **[2]** 25 fix
- **[3]** 24 fix
- **[4]** 12 fix
- **[5]** 10 fix
- **[6]** 8 fix
- **[7]** According to the X-sheet setting

Executing a Motion Check for a selected part

Select the part of the X-sheet you want to check. Select [Motion Check] → [Selection Only] from the [X-sheet] menu. The Motion Check is executed only for the selected part.


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
C-003-00
Motion Check
Transfer Inbetween Numbers
Layer
Frame
Sound
View
Sheet Settings
Apply Ctrl+Alt+M
Selection Only
Settings... Ctrl+Shift+M
Direction
Fr
Inbetweens
Camera
A
B
C
D

Selection subject to Motion Check

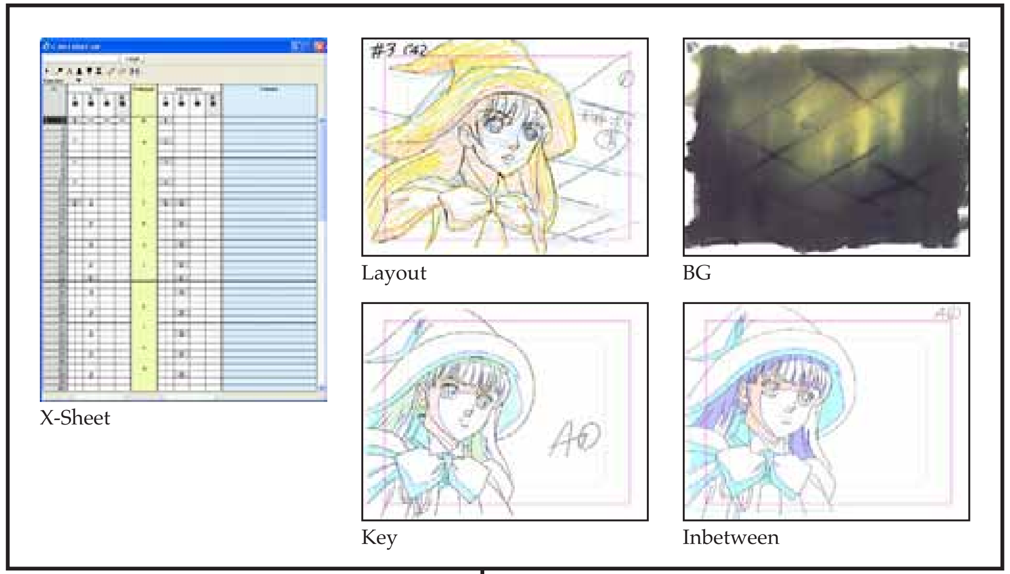
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

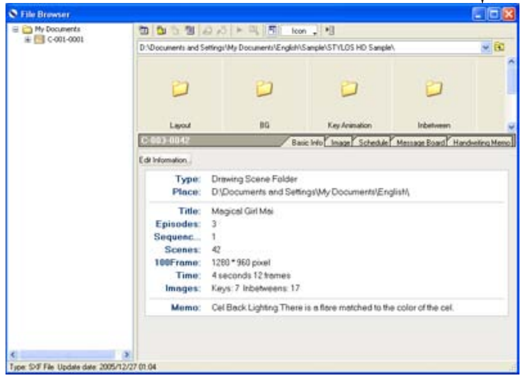
File Browser

What is a File Browser?

The [File Browser] is a GUI that allows you to browse the materials contained in a scene folder as well as manage the processing of files and folders.

It also allows you to register various information such as progress history, directions, and messages in the folder (traditionally written directly on the cover of the conventional scene folder or attached as separate memos) as well as browse them. Digitization of the directions and their inclusion to the [Scene Folder] realizes a completely paperless working environment as there is no more need to have the directions written on paper and convey them separately. With this system, directions can be conveyed by just sending the scene folder.


X-Sheet
Layout
BG
Key
Inbetween


File Browser
My Documents
C-001-0001
Icon
Layout
BG
Key Animation
Inbetween
C-003-0042
Basic Info
Image
Schedule
Message Board
Handwriting Memo
Edit Information

D:\Documents and Settings\My Documents\English\Sample\STYLOS HD Sample\

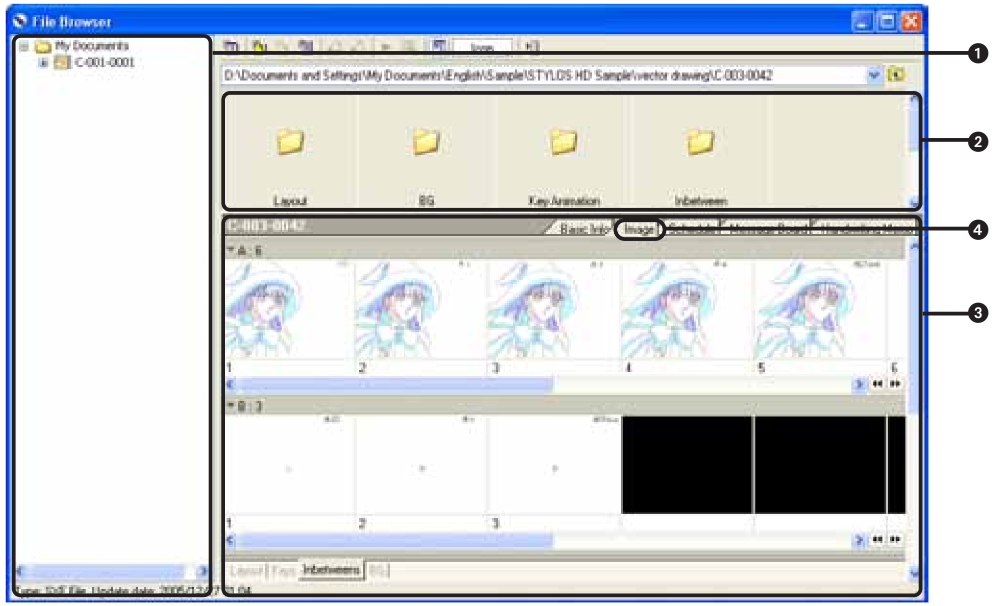
Type: Drawing Scene Folder
Place: D:\Documents and Settings\My Documents\English\
Title: Magical Girl Mai
Episodes: 3
Sequenc...: 1
Scenes: 42
100Frame: 1280 * 960 pixel
Time: 4 seconds 12 frames
Images: Keys: 7 Inbetweens: 17
Memo: Cel Back Lighting There is a flare matched to the color of the cel.

Type: SXF File Update date: 2005/12/27 01:04

File Browser

Name of the file browser parts

The file browser opens when you select [File Browser] from the [Window] menu.


File Browser
My Documents
C-001-0001
Layout
BG
Key Animation
Inbetween
C-003-0042
Basic Info
Image
A : 6
B : 3
1
2
3
4
5
6
Layout
Keys
Inbetweens
BG
❶
❷
❸
❹

D:\Documents and Settings\My Documents\English\Sample\STYLOS HD Sample\vector drawing\C-003-0042

❶ **Tree View**

Shows the directory structure and the location of the scene folder in tree format.

❷ **File View**

Shows the files under the folder selected in the tree view.

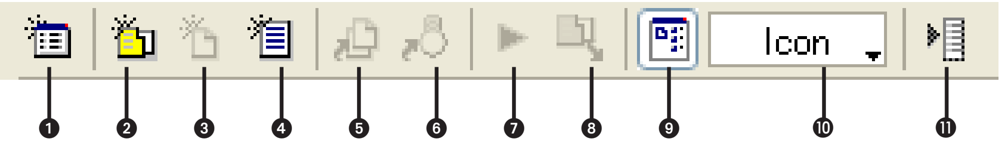
❸ **Info View**

Area where the information in the [Basic Info], [Image], [Schedule], [Message Board], and [Handwriting Memo] tabs of the scene folder selected in the tree view is shown. Select the corresponding tab to switch the information shown.

❹ **Cel Bank**

[Cel Bank] is the name given to the view area of the [Image] tab under Info View, and is the area for showing images in the [Layout], [Keys], [Inbetweens], and [BG] folders.

Name of the file browser buttons



❶ **[Edit Browser Folder] button**
This button allows you to edit the scene folder location to browse from the [File Browser].

❷ **[New Scene Folder...] button**
This button allows you to create a new scene folder.

❸ **[New Cel...] button**
This button allows you to create a new drawing paper when a blank [Cel Bank] column is selected.

❹ **[New X-sheet...] button**
This button allows you to create a new X-sheet for the selected scene folder.

❺ **[Load...] button**
This button allows you to load an image file to a blank [Cel Bank] column.

❻ **[Load to Light Table] button (Only STYLOS HD/PaintMan HD)**
This button allows you to load a layout, key, inbetween, and/or BG to the light table from the [Cel Bank]. (Make sure you have switched the light table set to a set without any image in it by using the [Switch Light Table Set] button on the [Light Table Palette] in advance.)

❼ **[Motion Check...] button**
This button opens the [Motion Check Settings] dialog box. Clicking [OK] after configuring the settings starts the Motion Check. (Same as [Motion Check...] under the [View] menu.)

❽ **[Export Painting...] button (STYLOS HD)**
This button allows you to convert the selected scene folder for drawings or images into a scene folder or images suitable for painting.
[Export Raster...] button (Only TraceMan HD/PaintMan HD)
This button allows you to convert the images in the selected scene folder into raster images of a different format.

❾ **[Show/Hide Tree View] button**
This button allows you to toggle between show and hide tree view at every click.

❿ **[File View Switch]**
This switch allows you to select the way to show the File View from among [Icon], [Details], and [List].

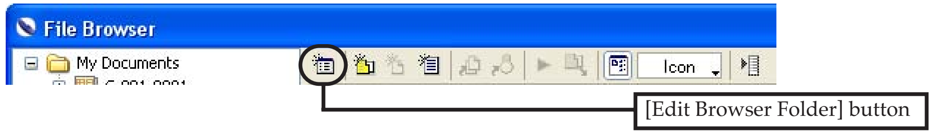
⓫ **[Show Menu] button**
This button allows you to open the file browser menu.

Editing the browser folder

The procedure for registering the location where the scene folder is stored for you to be able to search and manage the scene folders using the file browser is as follows.

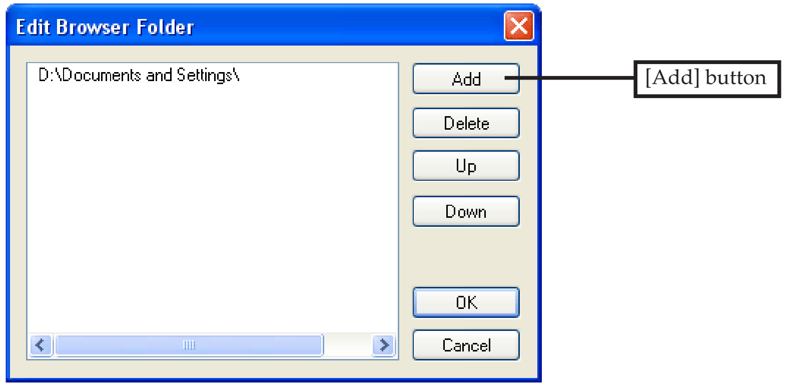
1. Select the Edit Browser Folder button.

Click [Edit Browser Folder] on the [File Browser].



2. Open the [Edit Browser Folder] dialog box.

Click [Add] on the opened [Edit Browser Folder] dialog box.

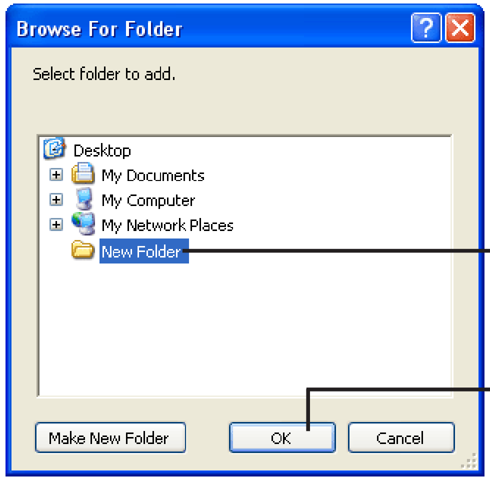


- **[Add] button**
  Clicking this button opens the [Browse Folder] dialog box.
- **[Delete] button**
  Clicking this button when an entry is selected in the list at the left (enclosed in blue frame), deletes the entry.
- **[Up]/[Down] button**
  Clicking the [Up]/[Down] button when an entry is selected in the list at the left (enclosed in blue frame), moves the entry up/down changing its order in the list.

- **[OK] button**
  Confirms the settings and closes the dialog box.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

3. Select the folder to add.

Select the folder to add in the [Edit Browser Folder] dialog box from the list shown in the [Browse Folder] dialog box.

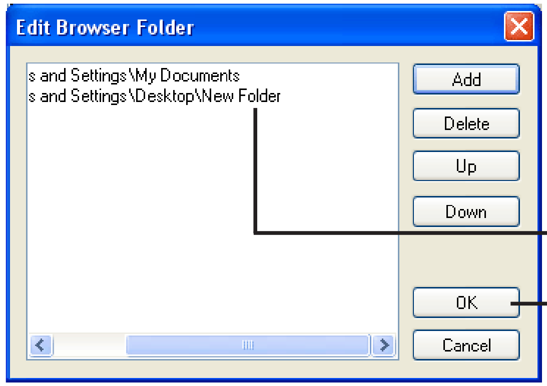

Browse For Folder
Select folder to add.
Desktop
My Documents
My Computer
My Network Places
New Folder
Make New Folder
OK
Cancel

Select the folder to add.

Click [OK] to return to the [Edit Browser Folder] dialog box.

4. Completion

When the screen returns to the [Edit Browser Folder] dialog box, the selected folder is shown there.


Edit Browser Folder
s and Settings\My Documents
s and Settings\Desktop\New Folder
Add
Delete
Up
Down
OK
Cancel

Selected folder is added.

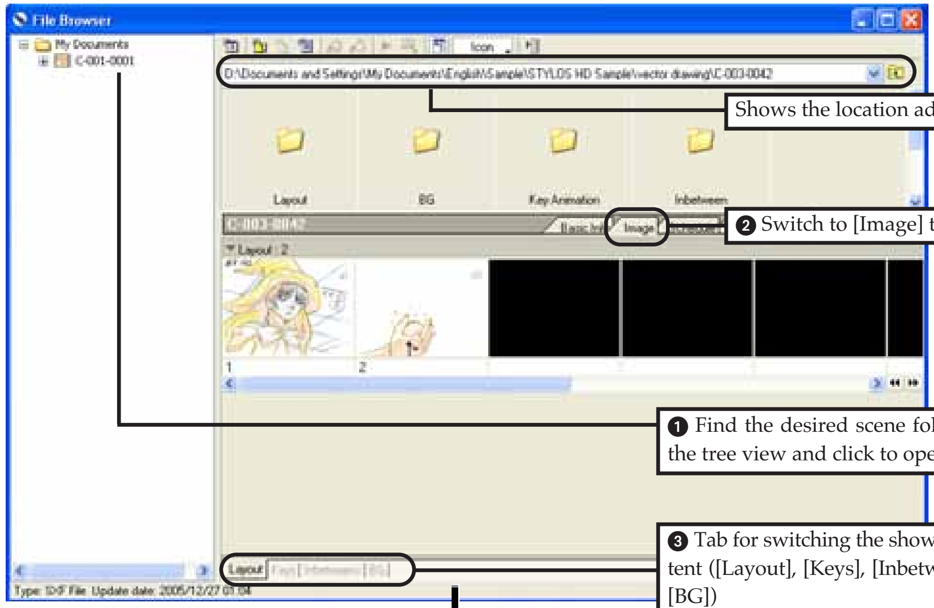
Click [OK] to finish with the settings.

Tips

Another way to open the [Edit Browser Folder] dialog box is to click [Show Menu] in the [File Browser] and select [Edit Browser Folder].

Browsing images (Cel Bank)

To view the image of drawings of the different processes in the [Cel Bank], open the desired scene folder and switch to the [Image] tab.

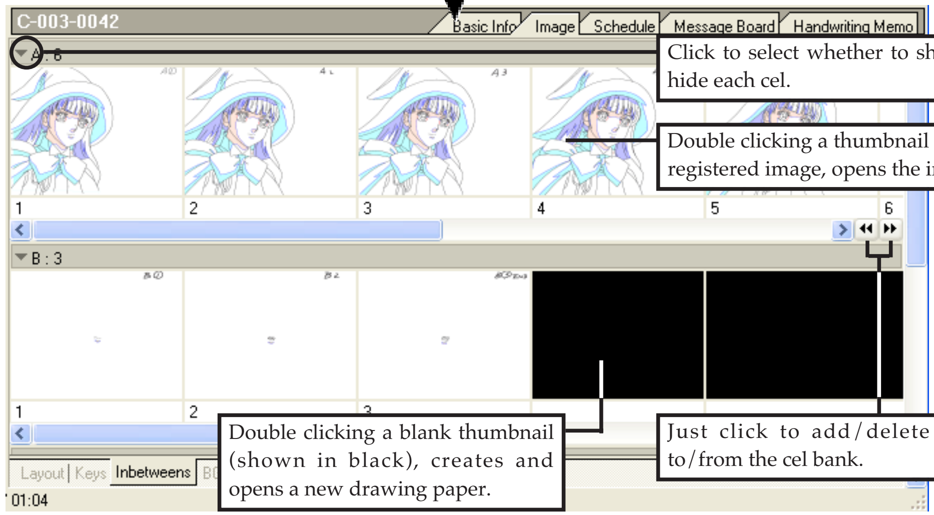

File Browser
My Documents
C-001-0001
D:\Documents and Settings\My Documents\English\Sample\STYLOS HD Sample\vector drawing\C-003-0042
Layout
BG
Key Animation
Inbetween
C-003-0042
Image
Layout : 2
Layout
Keys
Inbetweens
BG
Type: TDF File Update date: 2005/12/27 01:04

Shows the location address.

❷ Switch to [Image] tab.

❶ Find the desired scene folder in the tree view and click to open.

❸ Tab for switching the shown content ([Layout], [Keys], [Inbetweens], [BG])


C-003-0042
Basic Info
Image
Schedule
Message Board
Handwriting Memo
A : 6
1
2
3
4
5
6
B : 3
1
2
3
Layout
Keys
Inbetweens
01:04

Click to select whether to show or hide each cel.

Double clicking a thumbnail with a registered image, opens the image.

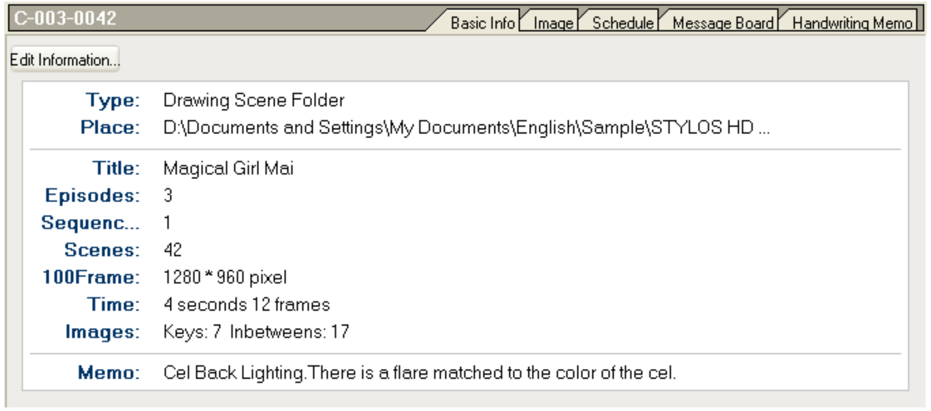
Double clicking a blank thumbnail (shown in black), creates and opens a new drawing paper.

Just click to add/delete a cel to/from the cel bank.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Browsing the basic information

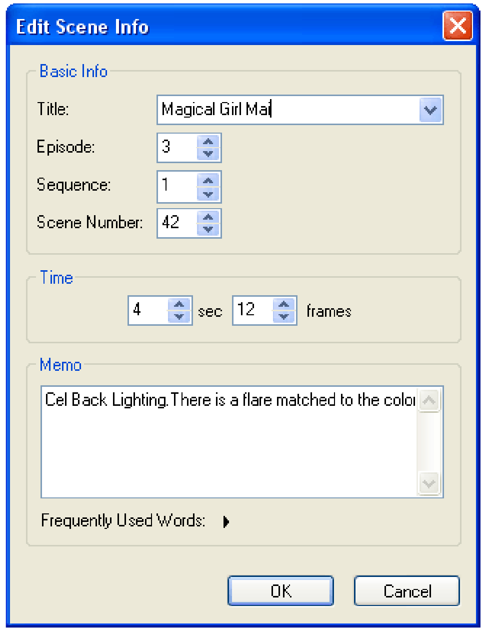
To view the basic information (the information traditionally written on the cover of the conventional scene folder), select the [Basic Info] tab in the [File Browser] Info View area.



Type: Drawing Scene Folder
Place: D:\Documents and Settings\My Documents\English\Sample\STYLOS HD ...
Title: Magical Girl Mai
Episodes: 3
Sequenc... 1
Scenes: 42
100Frame: 1280 * 960 pixel
Time: 4 seconds 12 frames
Images: Keys: 7 Inbetweens: 17
Memo: Cel Back Lighting.There is a flare matched to the color of the cel.

[Edit Information...] button

This button allows you to open [Edit Scene Info] dialog box and edit the [Title], [Episode], [Sequence], [Scene Number], [Time], and/or [Memo].



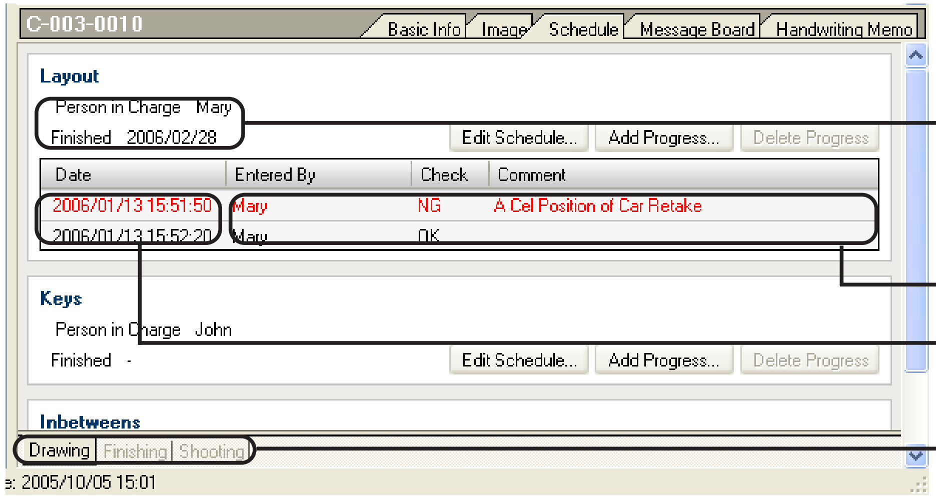
Title: Magical Girl Mai
Episode: 3
Sequence: 1
Scene Number: 42
4 sec 12 frames
Cel Back Lighting.There is a flare matched to the color

- **[Type]**
  Shows the folder type.
- **[Location]**
  Shows the scene folder location.
- **[Title]**
  Shows the loaded title.
- **[Episodes]**
  Shows the loaded number of episodes.
- **[Sequence]**
  Shows the loaded sequence number.
- **[Scene]**
  Shows the loaded scene number.
- **[100Frame]**
  Shows the 100Frame size.
- **[Time]**
  Shows the scene duration in seconds + number of frames.
- **[Images]**
  Shows the number of keys and inbetweens.
- **[Memo]**
  Shows the memos written at the time of the scene folder creation.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Browsing the schedule

The schedule progress information such as the person in charge, the finished date, etc. can be registered from the [File Browser] Info View area using the [Schedule] tab.



Layout
Person in Charge Mary
Finished 2006/02/28

Date	Entered By	Check	Comment
2006/01/13 15:51:50	Mary	NG	A Cel Position of Car Retake
2006/01/13 15:52:20	Mary	OK	

Keys
Person in Charge John
Finished -

❶ **Schedule Info**
Shows the name of the person in charge and the finished date of each process.

❷ **Progress Info**
Shows the progress status, check result and comments, and the name of the person that made the entry.

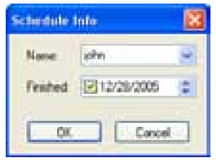
❸ **Progress entry date**
Shows the date and time the progress status was checked and comments entered.

❹ **Process tab**
Switches the process for which you want to edit or view the information.

- **[Drawing] tab**
  Shows the schedule for the layout, key, and inbetween drawing processes.
- **[Painting] tab**
  Shows the schedule for the color styling, painting, and effects processes.
- **[Shooting] tab**
  Shows the schedule for BG, materials check, and shooting processes.

[Edit Schedule...] button

Clicking this button opens the [Schedule Info] dialog box that allows you to enter the name of the person in charge and the finished date.

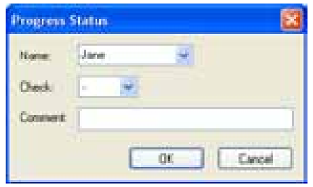


Name: john
Finished: ☑ 12/28/2005

- **[Name]**
  A previously entered name can be selected from a list that is shown when you click the button at the right.
  This list includes the names entered in the [Progress Status] dialog box [Name] field.
- **[Finished]**
  To enter a date, select the check box.
  To change the shown date, click the digits you want to change.
- **[OK] button**
  Confirms the settings and closes the dialog box.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

[Add Progress...] button

Clicking this button opens the [Progress Status] dialog box that allows you to enter the name of the person in charge of the checking, the check result, and comments.



Name: Jane
Check: -
Comment:

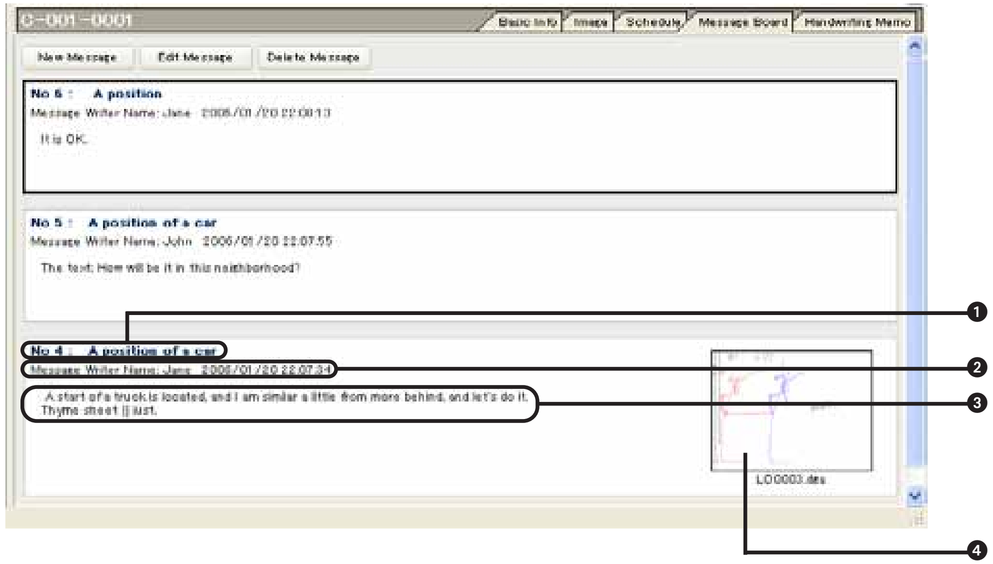
- **[Name]**
  A previously entered name can be selected from a list that is shown when you click the button at the right.
  This list includes the names entered in the [Schedule Info] dialog box [Name] field.
- **[Check]**
  Select an option from among [-], [OK], and [NG].
  Selecting [NG] shows the corresponding progress information in red.
- **[Comment]**
  Enter a message using text as required.
- **[OK] button**
  Confirms the settings and closes the dialog box.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

[Delete Progress] button

To delete an unnecessary progress information from the schedule, click the progress information you want to delete to select, then click [Delete Progress].

Browsing the Message Board

Messages related to the schedule can be entered from the [File Browser] Info View area using the [Message Board] tab.



No 6 : A position
Message Writer Name: Jane 2006/01/20 22:00:13
It is OK.

No 5 : A position of a car
Message Writer Name: John 2006/01/20 22:07:55
The text: How will be it in this neighborhood?

No 4 : A position of a car
Message Writer Name: Jane 2006/01/20 22:07:34
A start of a truck is located, and I am similar a little from more behind, and let's do it.
Thyme sheet || just.

① Subject
Shows the message number and the subject.

② Name
Shows the name of the person that entered the message and the date and time the message was entered.

③ Message
Shows the content.

④ Link file
Link to an image file. Click the thumbnail to open the image.

[New Message] button

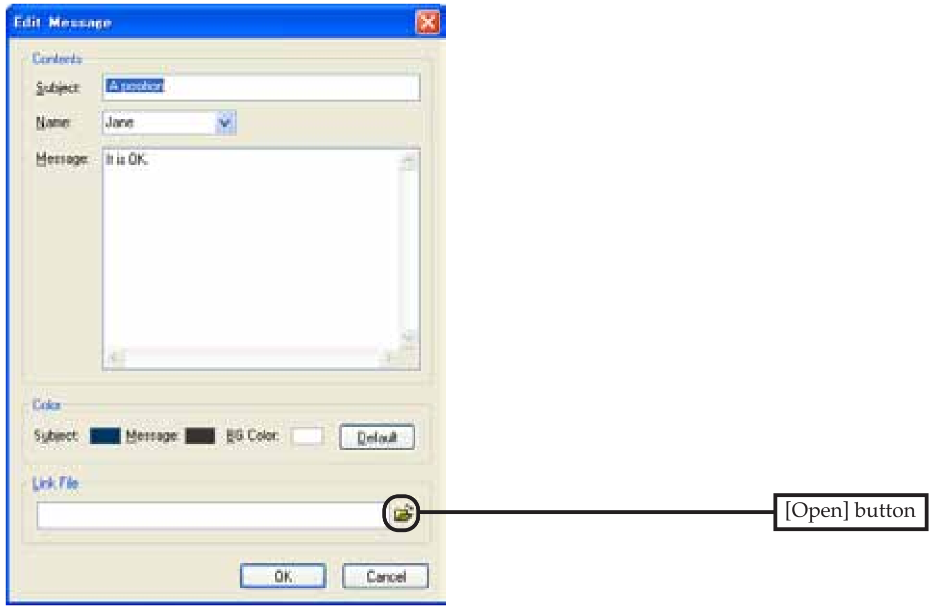
Opens the [Edit Message] dialog box that allows you to enter a new message.

[Edit Message] button

Click the message to edit to select. Then click the [Edit Message] button to open the [Edit Message] dialog box that allows you to change the message content.

[Delete Message] button

Select the message you want to delete and click [Delete Message]. A confirmation dialog box appears. Click [OK] to confirm the deletion.

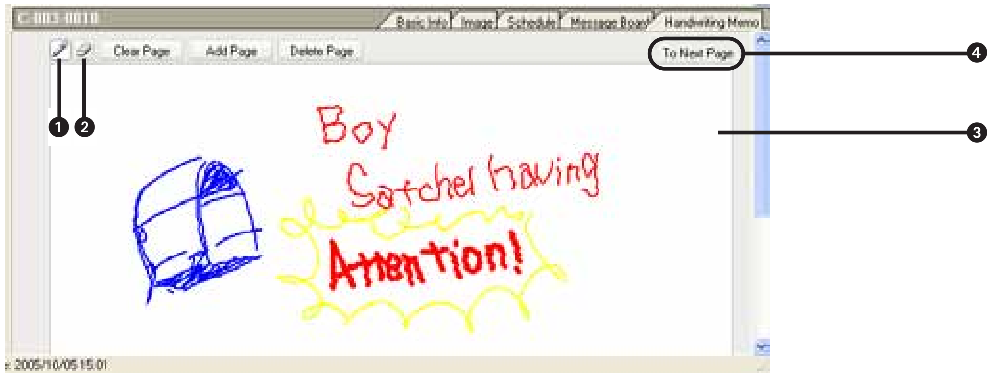


Subject: A position
Name: Jane
Message: It is OK.
Subject: 🟦 Message: ⬛ BG Color: ⬜

- **[Contents]**
  Comprises the [Subject], [Name], and [Message] fields. You will not be able to register the message if any of the fields is left blank.
  The [Name] list of this dialog box is linked to the [Name] lists of persons in charge of a process or progress check under the [Schedule] tab.
- **[Color]**
  Click the [Subject], [Message], and/or [BG] button to show the Color Palette and select a color for the corresponding field.
  Click [Default] to return to the default settings.
- **[Link File]**
  To attach an image file to the message, click the [Open] button and select the image file.
- **[OK] button**
  Confirms the settings and closes the dialog box.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

Browsing the handwriting memo

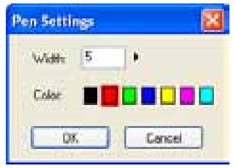
Texts and/or drawings can be entered in the handwriting memo pages using the graphics tablet pen or the mouse.


Basic Info
Image
Schedule
Message Board
Handwriting Memo
Clear Page
Add Page
Delete Page
To Next Page
①
②
③
④
Boy
Satchel having
Attention!
2005/10/05 15:01

❶ **[Pen] tool**

The [Pen] tool allows you to draw lines on a handwriting memo page.

Double click the [Pen] tool icon. The [Pen Settings] dialog box that allows you to select the pen size and the color appears.


Pen Settings
OK
Cancel

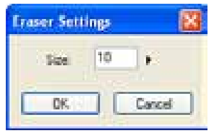
Width: 5

Color: ■ 🟥 🟩 🟦 🟨 🟪 ■

❷ **[Eraser] tool**

The [Eraser] tool allows you to erase a drawn line.

Double click the [Eraser] tool icon. The [Eraser Settings] dialog box that allows you to select the eraser size in the 1 - 20 range appears.


Eraser Settings
OK
Cancel

Size: 10

❸ **Page**

Page is where your handwritten memo will be entered.

❹ **Page switch**

This button allows you to switch the currently shown page to the next, the previous, or the first.

[Clear Page] button

Clears the content of the currently shown page.

[Add Page] button

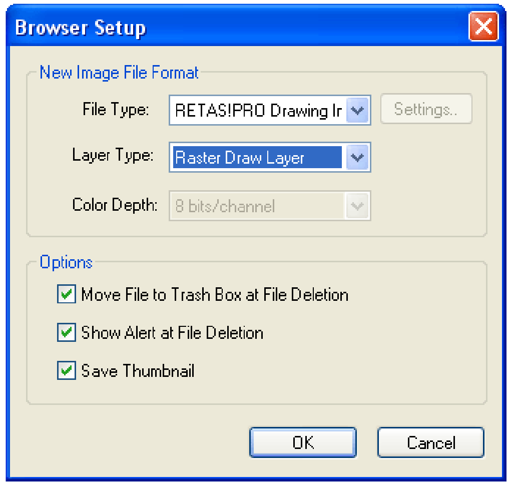
Adds a new page.

[Delete Page] button

Deletes the currently shown page.

Browser Setup dialog box

To open the [Browser Setup] dialog box, click [Show Menu] in the [File Browser] and select [Settings...].


Browser Setup
New Image File Format
Settings...
Options
OK
Cancel

File Type: RETAS!PRO Drawing Ir

Layer Type: Raster Draw Layer

Color Depth: 8 bits/channel

☑ Move File to Trash Box at File Deletion

☑ Show Alert at File Deletion

☑ Save Thumbnail

[New Image File Format]

Allows you to select the image file format.

- **[Settings...]**
  Depending on the image file format selected in [File Type], you may configure optional settings such as the compression method.
- **[Layer Type]**
  Allows you to select the layer.
- **[Color Depth]**
  Depending on the image file format selected in [File Type], you may configure the color depth settings.

[Options]

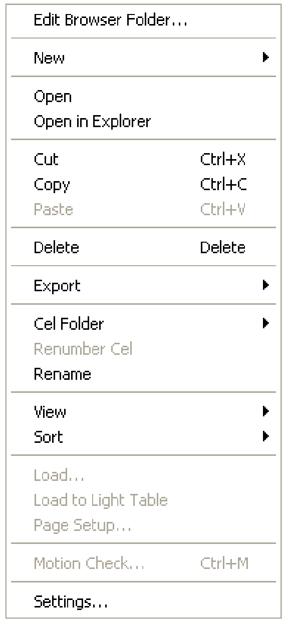
The following items are items enabled by selecting the corresponding check box.

- **[Move File to Trash Box at File Deletion]**
- **[Show Alert at File Deletion]**
- **[Save Thumbnail]**

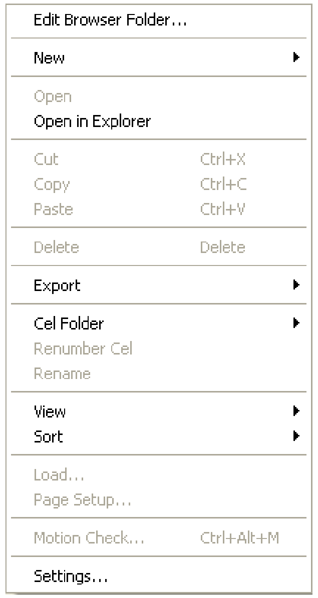
- **[OK] button**
  Confirms the settings and closes the dialog box.
- **[Cancel] button**
  Cancels the settings and closes the dialog box.

File Browser menu

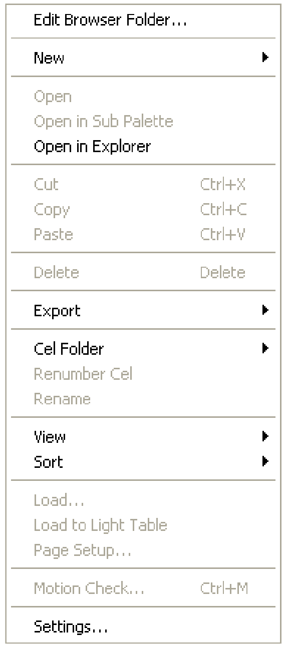
The following menu is shown when you click the [Show Menu] button.


Edit Browser Folder...
New
Open
Open in Explorer
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Delete Delete
Export
Cel Folder
Renumber Cel
Rename
View
Sort
Load...
Load to Light Table
Page Setup...
Motion Check... Ctrl+M
Settings...

(STYLOS HD/ Windows version)


Edit Browser Folder...
New
Open
Open in Explorer
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Delete Delete
Export
Cel Folder
Renumber Cel
Rename
View
Sort
Load...
Page Setup...
Motion Check... Ctrl+Alt+M
Settings...

(TraceMan HD/ Windows version)


Edit Browser Folder...
New
Open
Open in Sub Palette
Open in Explorer
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Delete Delete
Export
Cel Folder
Renumber Cel
Rename
View
Sort
Load...
Load to Light Table
Page Setup...
Motion Check... Ctrl+M
Settings...

(PaintMan HD/ Windows version)

- **[Edit Browser Folder...]**
  Clicking this item opens the [Edit Browser Folder] dialog box which allows you to register the scene folder location to browse from the [File Browser].
- **[New]**
  Clicking this item shows the respective dialog box for creating a new [Cel], [Color Chart] (only PaintMan HD), [Scene Folder], [X-sheet], or [Folder].
- **[Open]**
  Opens the selected folder or file.
- **[Open in Sub Palette] (only PaintMan HD)**
  Opens the selected file in a sub palette.
- **[Open in Explorer/Finder]**
  Opens the selected folder or file in the Explorer (Windows version) or Finder (Macintosh version).
- **[Cut]**
  Cuts an image selected in the [File View] [Cel Bank].
- **[Copy]**
  Copies an image selected in the [File View] [Cel Bank].
- **[Paste]**
  Pastes an image selected in the [File View] [Cel Bank].
- **[Delete]**
  Deletes a folder of file selected in the [File View].
- **[Export]**
  Converts the selected scene folder or image into a scene folder or image of a different format.
  Available options are: [Painting] (only STYLOS HD), [Raster...], and [SWF...].
- **[Cel Folder]**
  Allows you to [Add], [Delete], or [Rename] cel folders.
- **[Renumber Cel]**
  Allows you to change the number of a cel selected in the Cel Bank.
- **[Rename]**
  Allows you to change the name of a folder selected in the Cel Bank.
- **[View]**
  Allows you to select whether to show or hide the [Tree View], or to select the way to show the File View from among [Icon], [Detailed], and [List].
- **[Sort]**
  Allows you to sort the folders in the [File View] according to [Name], [Size], [Type], or [Date Modified].
- **[Load...]**
  Allows you to load an image file to a blank [Cel Bank] column.
- **[Load to Light Table] (Only STYLOS HD/PaintMan HD)**
  Allows you to load a layout, key, inbetween, and/or BG to the light table from the [Cel Bank]. (Make sure you have switched the light table set to a set without any image in it by using the [Switch Light Table Set] button on the [Light Table Palette] in advance.)
- **[Page Setup...]**
  Selecting this item opens the [Page Setup] dialog box which allows you to configure the [Frame Size], [Frame Settings], and/or [Position] for the drawing paper. (You need to have the image selected in the Cel Bank)
- **[Motion Check...]**
  Selecting this item opens the [Motion Check Settings] dialog box. Clicking [OK] in the dialog box after configuring the necessary items starts the motion check.
- **[Settings...]**
  Selecting this item opens the [Browser Setup] dialog box which allows you to specify the image format or layer type at the creation of a new image file or the handling at file deletion.

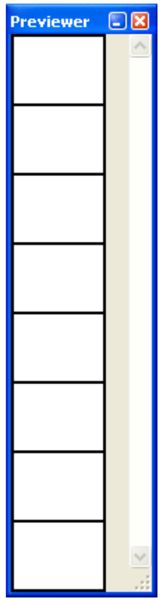
File Previewer

Basic operations using File Previewer

The file previewer allows you to check sequentially numbered images within the same layer using thumbnails, or switch the image to edit.

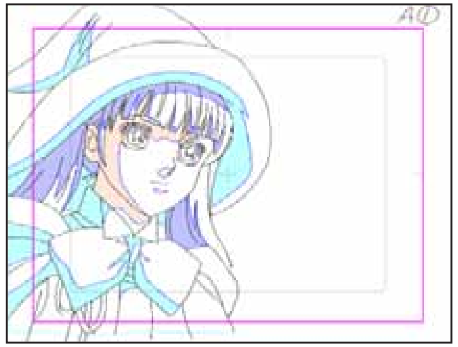
1. Opening the File Previewer

To open the [File Previewer], select [File Previewer] from the [Window] menu.



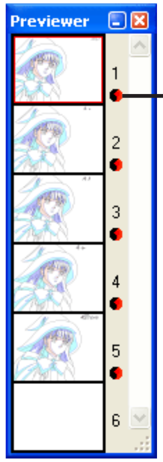
2. Opening the Cel window

Double click any thumbnail shown in the [Cel Bank] at the lower part of the [File Browser]. The [Cel] window appears.



3. Showing a sequentially numbered image

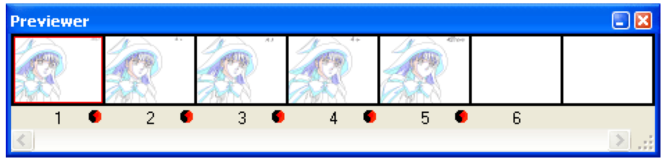
Sequentially numbered images for the same cel are shown on the [File Previewer] simultaneously. Clicking an image in the [File Previewer] opens a [Cel] window with the image. The image can be edited there.



Images with [Shadow Markup] are indicated with a mark.

4. Switching the File Previewer orientation

The File Previewer is shown vertically by default. To show it horizontally, take the lower right corner of the File Previewer with the mouse pointer and drag.



RETAS!PRO

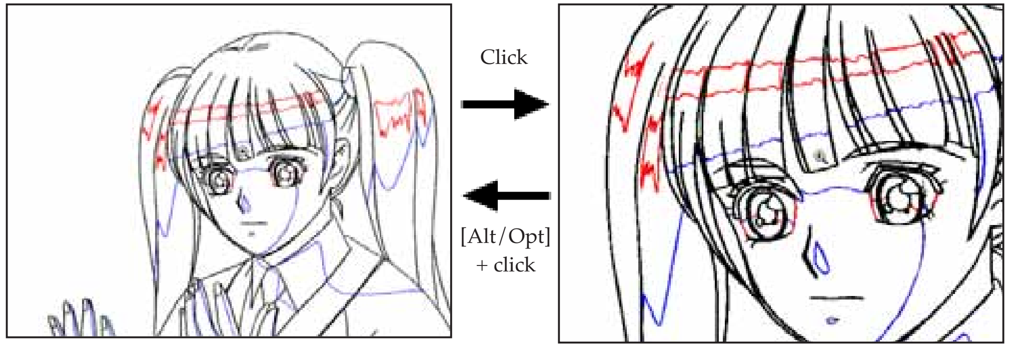
Chapter 5

Screen View

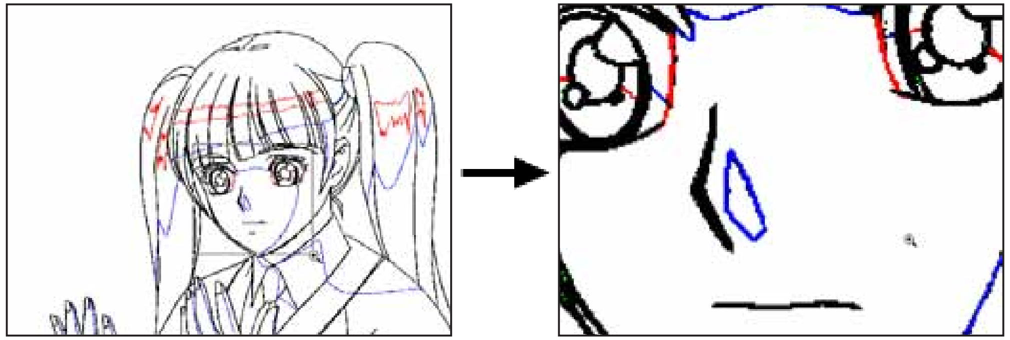
Screen View

Zooming In/Zooming Out: Zoom tool

Clicking on a part of the [Cel] window you want to zoom in with the tool selected amplifies the view. If clicked while you have the [Alt/Opt] key held down, reduces the view.

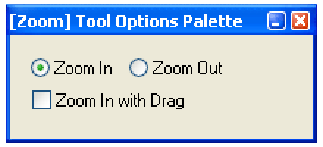


If [Zoom In with Drag] is selected in the [Zoom] tool options palette, you can enlarge by just dragging with the [Zoom] tool the part you want to zoom in for selecting it, then releasing the mouse pointer.



[Zoom] tool options palette

Working with the [Zoom] tool options palette open allows you to toggle the click behavior between [Zoom In] and [Zoom Out] as needed.


[Zoom] Tool Options Palette

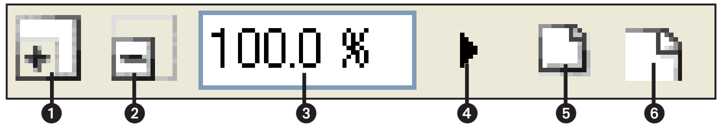
● Zoom In ○ Zoom Out

☐ Zoom In with Drag

Zooming In/Zooming Out: Tool bar

The [Tool bar] on the upper part of the window allows you to adjust the scale for the screen view. The [Tool bar] can be shown or hidden by selecting/deselecting [Show Tool Bar] under the [View] menu.

[Zoom In], [Zoom Out], [Fit on Screen], [Actual Pixels] are also available through shortcuts using the [Ctrl/Cmd] key as well as from [Scale] under the [View] menu.



❶ [Zoom In] ([View] → [Scale] → [Zoom In] / [Ctrl/Cmd] + [+])
The screen view is amplified at every mouse click.

❷ [Zoom Out] ([View] → [Scale] → [Zoom Out] / [Ctrl/Cmd] + [-])
The screen view is reduced at every mouse click.

❸ Scale (Input box)
Enter a numeric scale value for the screen view from the keyboard.

❹ [Scale] (Slider)
Clicking the icon shows a slider. Adjust the scale by dragging up/down the slider. Adjustment is also possible by clicking the slider arrow at the right.

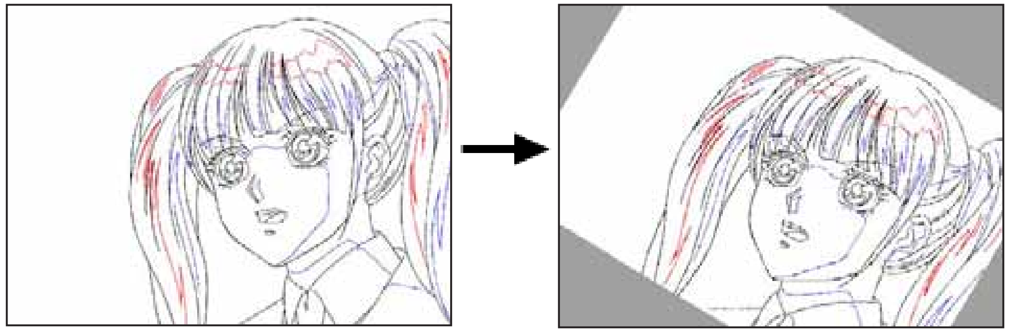
❺ [Fit on Screen] ([View] → [Scale] → [Fit on Screen] / [Ctrl/Cmd] + [0])
The scale is adjusted so that the whole screen view is shown in the [Cel] window.

❻ [Actual Pixels] ([View] → [Scale] → [Actual Pixels] / [Ctrl/Cmd] + [Shift] +[0])
In this screen view, the image pixels are matched to screen pixels 1:1.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Rotating: Rotate tool K

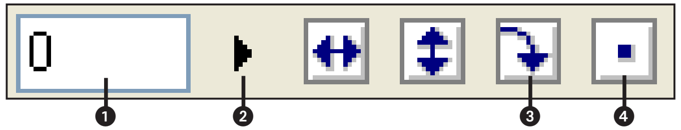
Dragging with the tool selected rotates the screen view. This allows you to draw in a comfortable position without the need to rotate the graphics tablet.



Rotating: Tool bar

The [Tool bar] on the upper part of the window allows you to adjust the angle of the screen view. The [Tool bar] can be shown or hidden by selecting/deselecting [Show Tool Bar] under the [View] menu.

[Rotate] under the [View] menu also allows you to select the rotation from among [Rotate 90 Degrees], [Rotate 180 Degrees], [Rotate 270 Degrees], and [Normal].



① **Angle (Input box)**
Enter a numeric angle value from the keyboard.

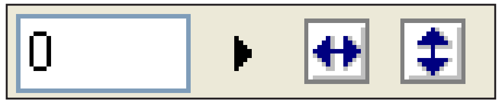
② **[Angle] (Slider)**
Clicking the icon shows a slider. Adjust the angle by dragging up/down the slider. Adjustment is also possible by clicking the slider arrow at the right.

③ **[Rotate 90 Degrees] ([View] → [Rotate] → [Rotate 90 Degrees])**
The screen view rotates 90 degrees at every mouse click.

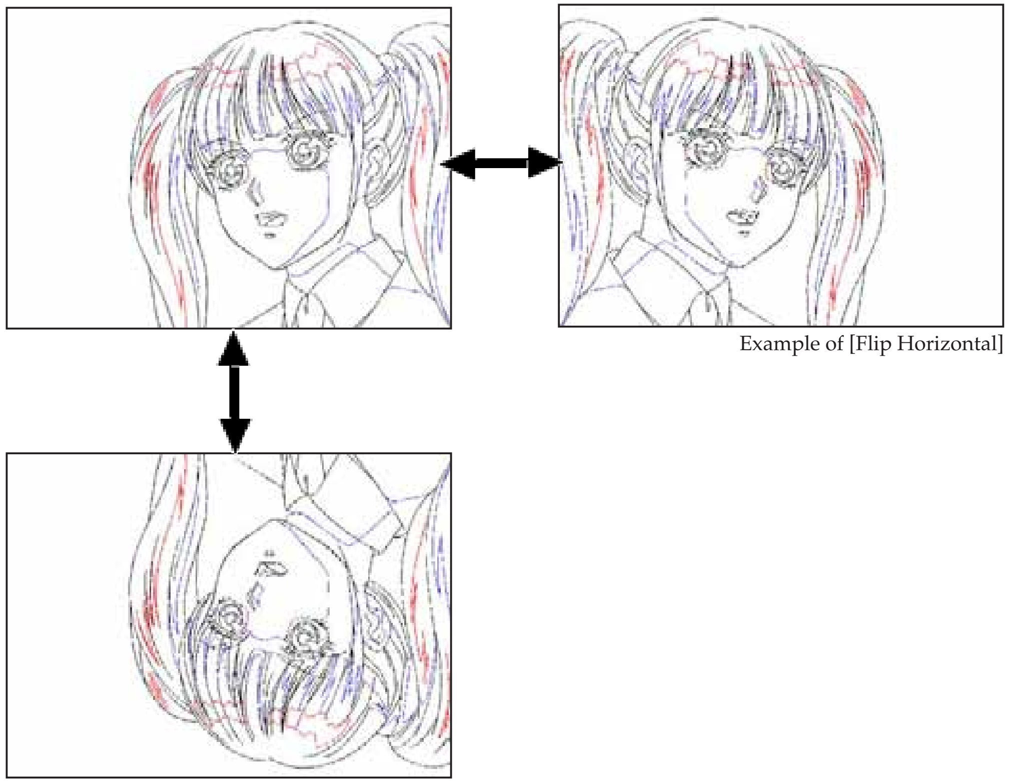
④ **[Restore View] ([View] → [Rotate] → [Normal])**
Resets the rotation and/or reverse view and restores the screen view to the original position.

Reversing the screen view: Tool bar

The [Tool bar] on the upper part of the window allows you to flip the screen view horizontally or vertically. The [Tool bar] can be shown or hidden by selecting/deselecting [Show Tool Bar] under the [View] menu.
The same operation is also possible with [Flip Horizontal] and [Flip Vertical] under the [View] menu.



[Flip Horizontal] [Flip Vertical]



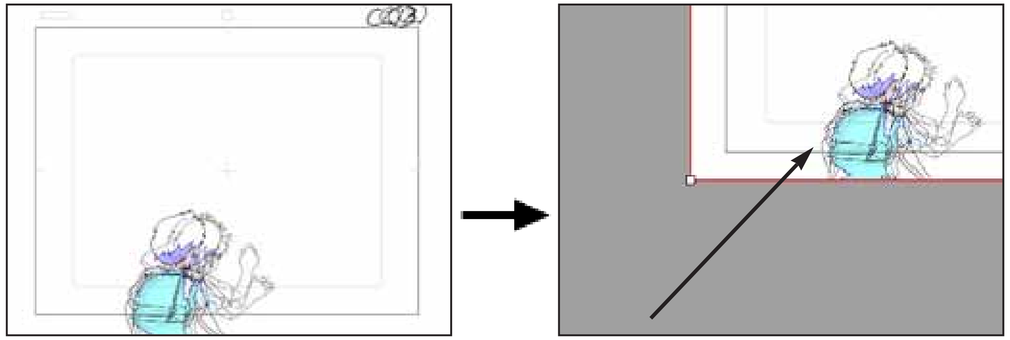
Example of [Flip Horizontal]

Example of [Flip Vertical]

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Moving a screen view: Hand tool H

Dragging over the [Cel] window with the tool selected moves the screen view.

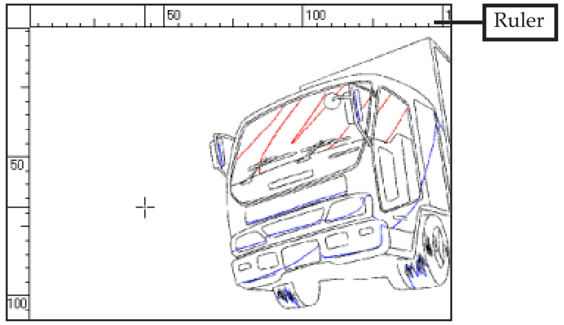


Tips

You can use the [Hand] tool temporarily even when you have another tool selected by holding down the [Ctrl/Cmd] key.

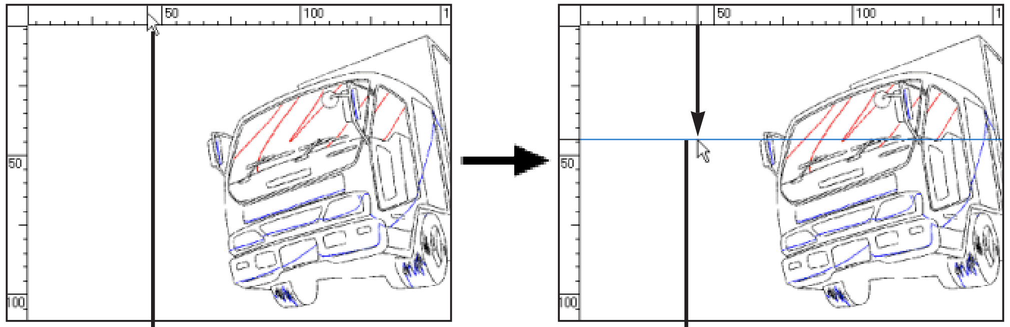
Showing the ruler [View] → [Show Ruler]

Clicking the [Show Ruler] icon on the [Tool] bar shows the ruler in the [Cel] window.



Showing the guide line [View] → [Show Guide]

Clicking the [Show Guide] icon on the [Tool] bar shows the guide lines in the [Cel] window. To generate a [Guide] line, put the mouse pointer on the ruler and drag.



❶ Put the mouse pointer on the ruler.

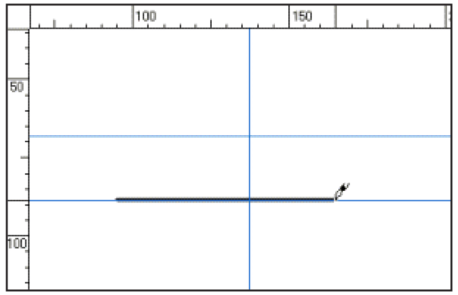
❷ Drag to generate the [Guide] line.

Tips

To delete a guide line, drag it outside the [Cel] window.

Snap to Guide [Edit] → [Snap] → [Guide]

Clicking the [Snap to Guide] icon on the [Tool] bar allows you to draw a straight line snapped to the [Guide] line.

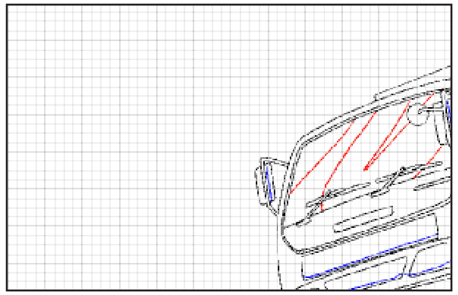


Object Selection Tool Y

To move a [Guide] line, select the line with the [Object Selection] tool on the [Tool Palette] and drag.

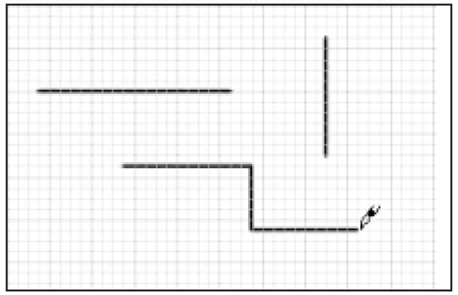
Show Grid [View] → [Show Grid]

Clicking the [Show Grid] icon on the [Tool] bar shows the [Cel] window with grid lines.



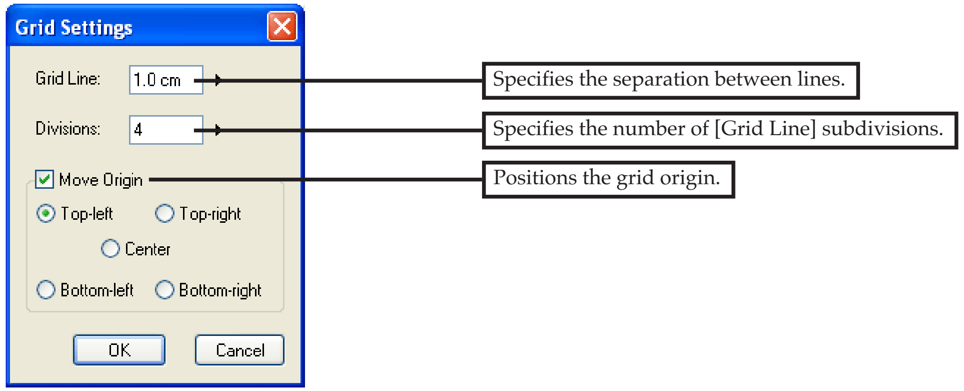
Snap to Grid [Edit] → [Snap] → [Grid]

Clicking the [Snap to Grid] icon on the [Tool] bar allows you to draw straight lines snapped to a shown [Grid] or [Grid Subdivision] line.



[Grid Settings] dialog box

Selecting [Settings] → [Grid...] from the [Edit] menu opens the [Grid Settings] dialog box that allows you to configure the detailed settings.



Grid Line: 1.0 cm

Divisions: 4

☑ Move Origin

● Top-left ○ Top-right
○ Center
○ Bottom-left ○ Bottom-right

Specifies the separation between lines.

Specifies the number of [Grid Line] subdivisions.

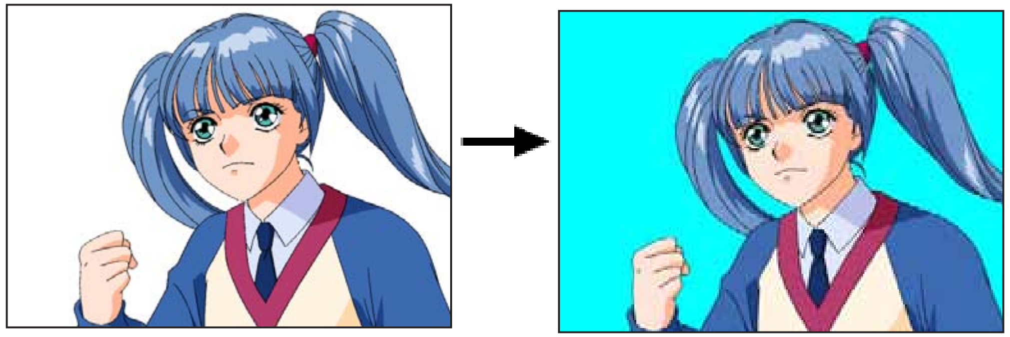
Positions the grid origin.

Tips

[Grid Lines] are not always shown as specified because depending on the scale, they are thinned out.
You can change the [Grid] line settings by selecting [Settings] → [Preferences...] → [Color] from the [Edit] menu.

Show Transparent Area [View] → [Show Transparent Area]

Clicking the [Show Transparent Area] icon on the tool bar and turning on the option shows the transparent parts in light blue.

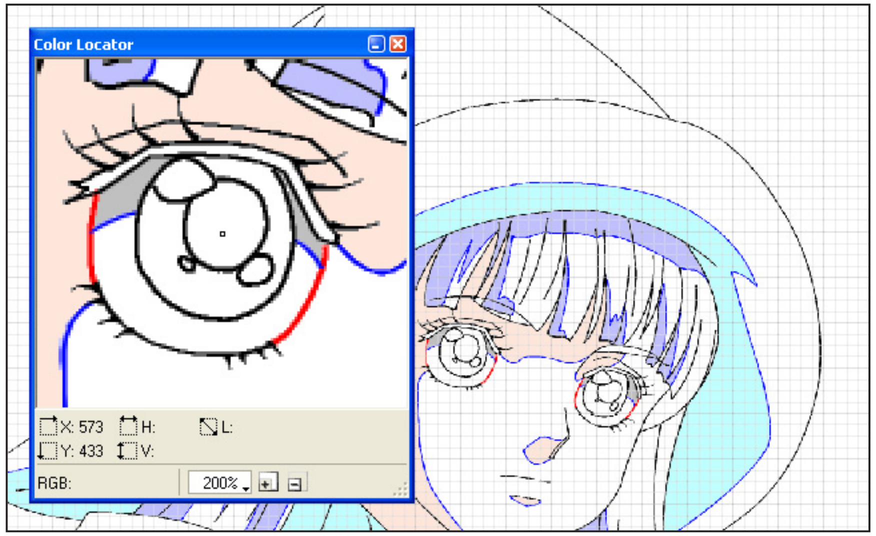


Tips

You can change the color used for showing the transparent parts by configuring the [Color] box under [Settings] → [Preferences...] → [Color] → [Transparent] of the [View] menu.

Zooming in a selection: Color Locator F8 [Window] → [Color Locator]

Color locator is a palette that shows an amplified image of an area near the mouse pointer with detailed information in real time. To move the palette, drag the title bar. To resize, drag any of its sides.



Indicators

In the lower left of the palette, indicators show the mouse pointer coordinates in pixels.

- **[X]**
  Shows the mouse pointer X coordinates relative to the upper left corner of the image.
- **[Y]**
  Shows the mouse pointer Y coordinates relative to the upper left corner of the image.
- **[H]**
  Shows the X side length of the selection.
- **[V]**
  Shows the Y side length of the selection.
- **[L]**
  Shows the diagonal length of the selection.
- **[RGB]**
  Shows the color at the mouse pointer in R (red), G (green), and B (blue), with each component expressed in the 0 - 255 range.
- **[View Scale Switch]**
  Allows you to change the view scale.
- **[Zoom In]**
  Allows you to amplify at every mouse click.
- **[Zoom Out]**
  Allows you to reduce at every mouse click.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

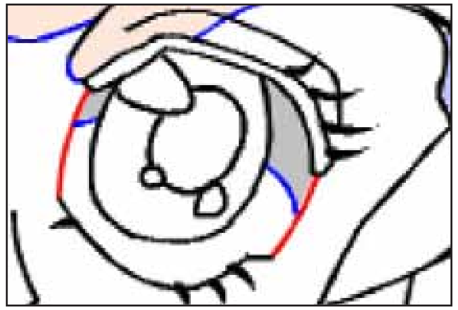
Viewing with vectors

Display mode of vectors can be selected from the [View] menu.

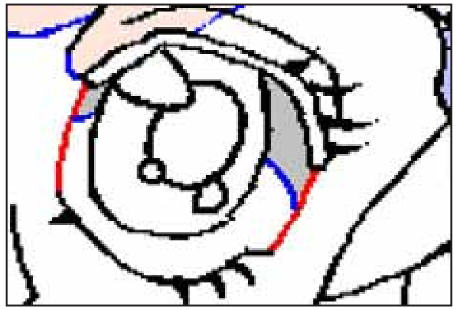
Show Anti-aliasing

Anti-aliasing is a function that smoothes edges. The function allocates intermediate colors to the jagged edge to show a smooth transition.

Turning off [Show Anti-aliasing] by deselecting its check box shows a jagged edge. However, the scope of this function is limited to the screen view and does not affect the data themselves. Turning off [Show Anti-aliasing] would ease the processor load of your computer.



[Show Anti-aliasing]: ON

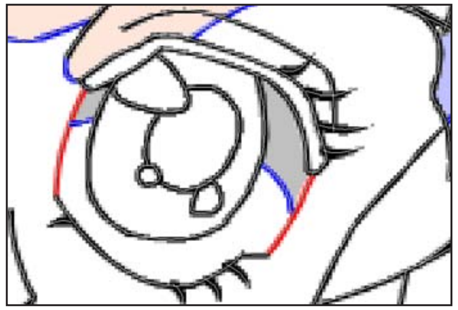


[Show Anti-aliasing]: OFF

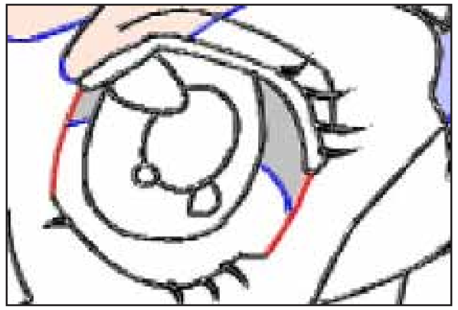
Show Center Line / Show Vector Start & End Points

A line in vector drawing is a set of drawing information that includes coordinates of points, line connection points, planes, etc. Turning on [Show Center Line] is useful when it is necessary to be aware of the center of the lines for joining them correctly with the [Join Line] tool, for example. Normally, you may work with this function turned off.

Turning on [Show Vector Start & End Points] shows vectors that do not intersect other lines.



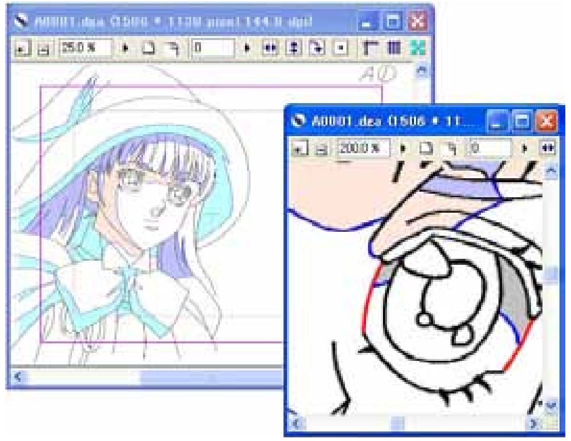
[Show Center Line]: ON



[Show Center Line]: ON
[Show Vector Start & End Points]: ON

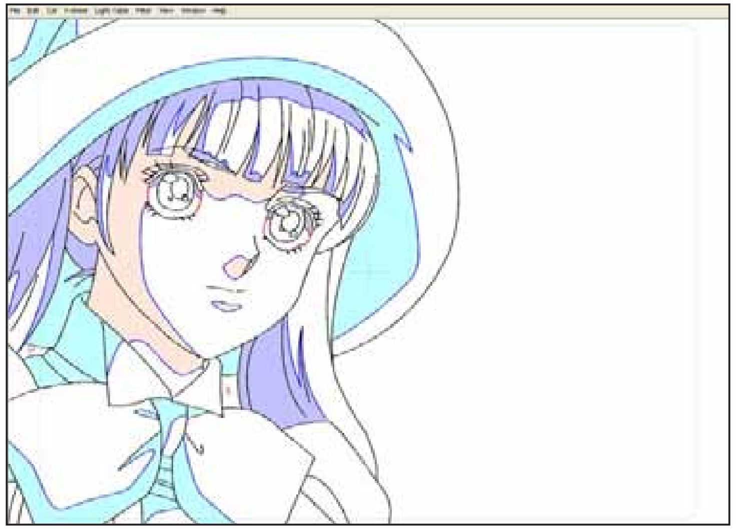
Multi-View [Window] → [Documentation] → [New Cel Window]

- This allows you to open the same image in multiple [Cel] windows.
- This function also allows you have an amplified image along with a "Fit on Screen" image which is convenient for working on a detail while keeping an eye on the overall picture.
- Editing the image in one window affects the image in all others.



Full Screen mode [Window] → [Documentation] → [Full Screen Mode]

- This allows you to hide all other windows and use the entire screen space for the [Cel] window which is convenient when you need large a drawing area, for example.



Arrange Palettes [Window] → [Arrange Palettes]

This function returns the palettes moved during the work to their home position.

[Arrange to Default Position]

Returns the palettes to their default position.

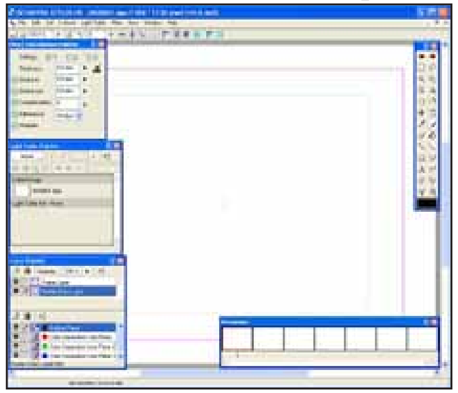
[Save Current Positions]

Saves the current palette positions.

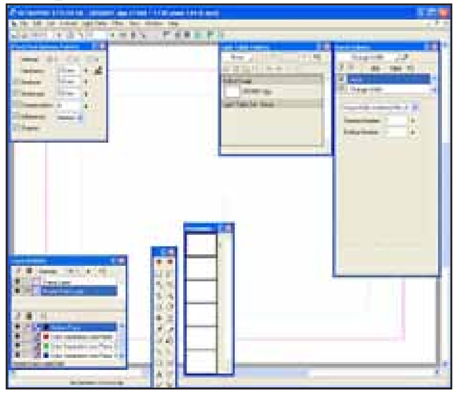
[Arrange]

Returns the palettes to the positions saved with [Save Current Position].

[Arrange to Default Position] (Reset)
Returns the palettes to their default position.



[Save Current Positions] (Save)
Saves the palette positions arranged to one's convenience.



[Arrange] (Load)
Returns the palettes to their home position when they are in disorder.

Tips

Palettes can be shown or hidden all together using the [Enter/Return] key.

RETAS!PRO

Chapter 6

Drawing Paper and Frame

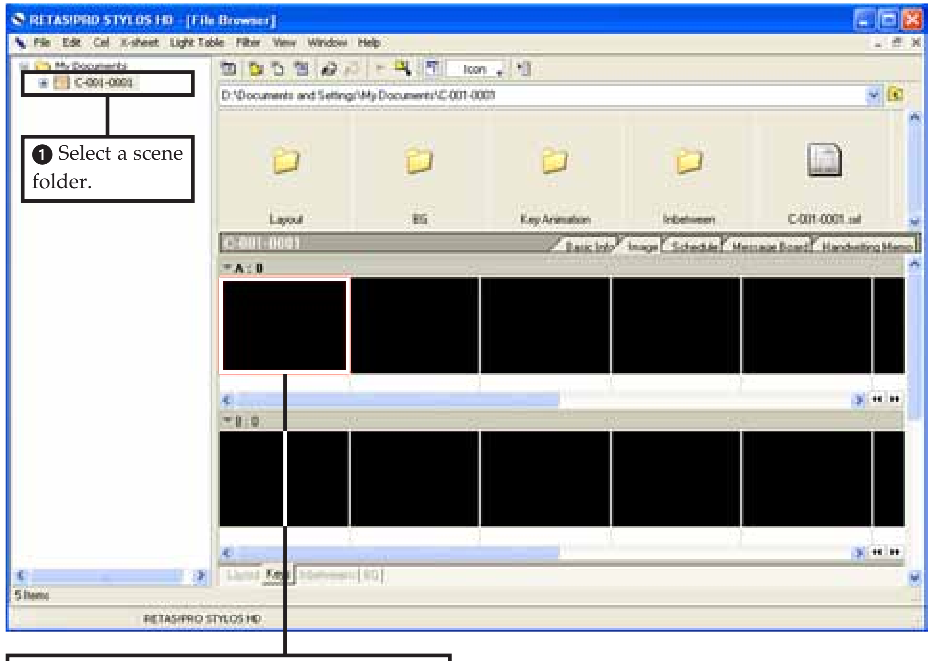
Drawing paper (cel)

Creating a cel the easy way

The procedure for creating a drawing paper (cel) as specified when creating the scene folder is as follows.

1. Open the file browser

Open the [File Browser] from the [Window] menu.

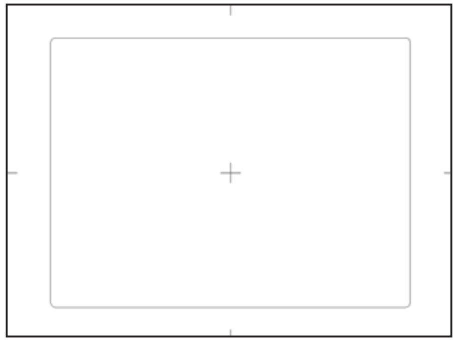

RETAS!PRO STYLOS HD - [File Browser]
File Edit Cel X-sheet Light Table Filter View Window Help
My Documents
C-001-0001
Icon
D:\Documents and Settings\My Documents\C-001-0001
Layout
BG
Key Animation
Inbetween
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
A : 0
B : 0
Layout
Key
Inbetween
BG
5 Items
RETAS!PRO STYLOS HD

① Select a scene folder.

② Double click a black cell (a cell without cel) in the [Cel Bank].

2. Open the Cel window.

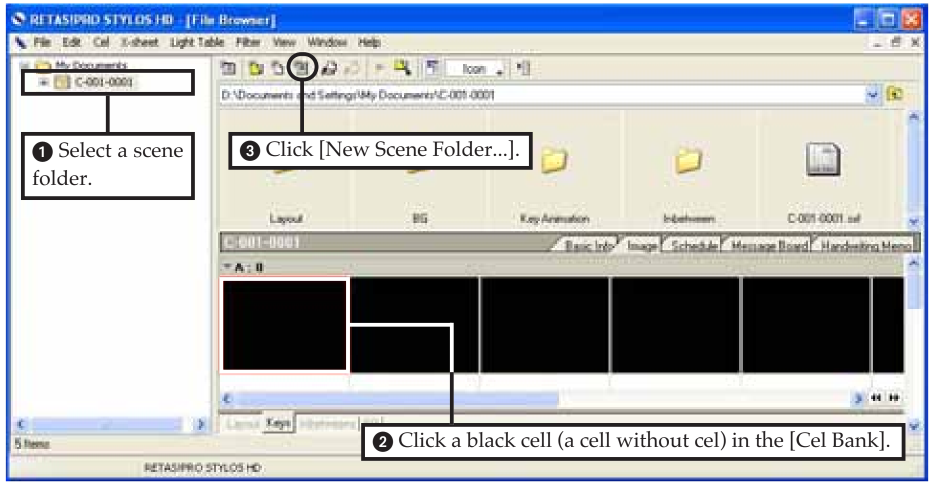
A new drawing paper ([Cel] window) as specified when creating the scene folder appears.



Creating a new cel

1. Open the scene folder.

Open the [File Browser] from the [Window] menu.


RETAS!PRO STYLOS HD - [File Browser]
File Edit Cel X-sheet Light Table Filter View Window Help
My Documents
C-001-0001
D:\Documents and Settings\My Documents\C-001-0001
Layout
BG
Key Animation
Inbetween
C-001-0001.scf
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
A : 0
Layout
Keys
Inbetween
5 Items
RETAS!PRO STYLOS HD

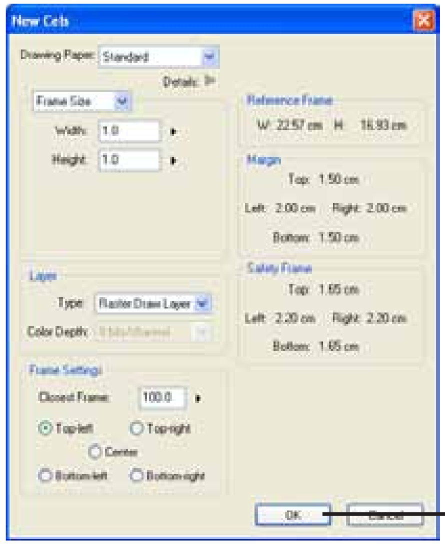
① Select a scene folder.

② Click a black cell (a cell without cel) in the [Cel Bank].

③ Click [New Scene Folder...].

2. Open the New Cels dialog box.

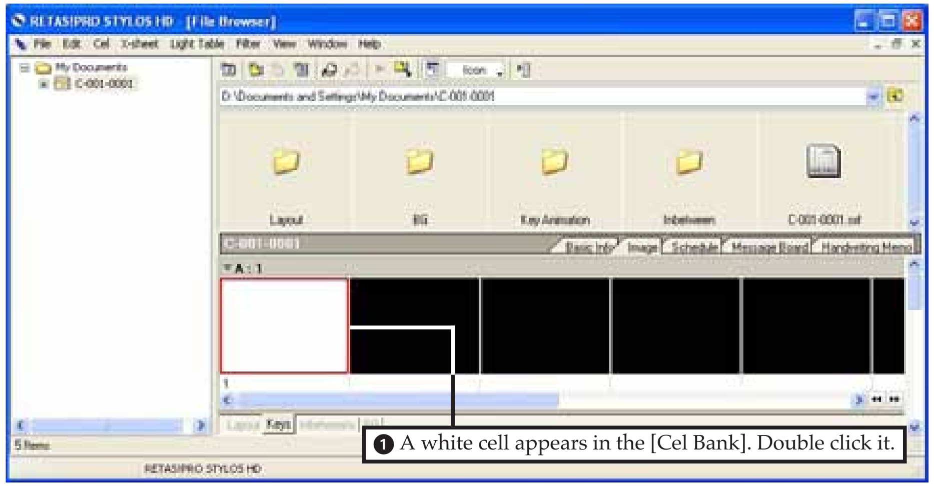
Configure the new drawing paper settings.


New Cels
Drawing Paper: Standard
Details:
Frame Size
Width: 1.0
Height: 1.0
Reference Frame
W: 22.57 cm H: 16.93 cm
Margin
Top: 1.50 cm
Left: 2.00 cm Right: 2.00 cm
Bottom: 1.50 cm
Safety Frame
Top: 1.65 cm
Left: 2.20 cm Right: 2.20 cm
Bottom: 1.65 cm
Layer
Type: Raster Draw Layer
Color Depth:
Frame Settings
Closed Frame: 100.0
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

② Click [OK] to finish with the settings.

3. Open the scene folder.

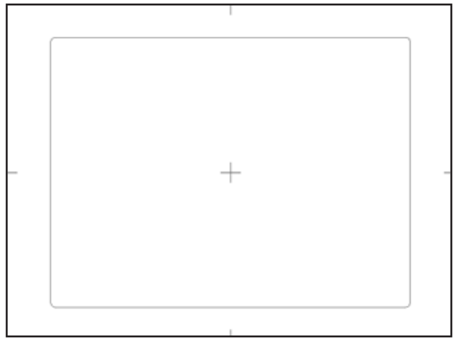
The screen returns to the file browser.


RETAS!PRO STYLOS HD - [File Browser]
File Edit Cel X-sheet Light Table Filter View Window Help
My Documents
C-001-0001
D:\Documents and Settings\My Documents\C-001-0001
Layout
BG
Key Animation
Inbetween
C-001-0001.scf
C-001-0001
Basic Info
Image
Schedule
Message Board
Handwriting Memo
A : 1
Layout
Keys
Inbetween
5 Items
RETAS!PRO STYLOS HD

① A white cell appears in the [Cel Bank]. Double click it.

4. Open the New Cel window.

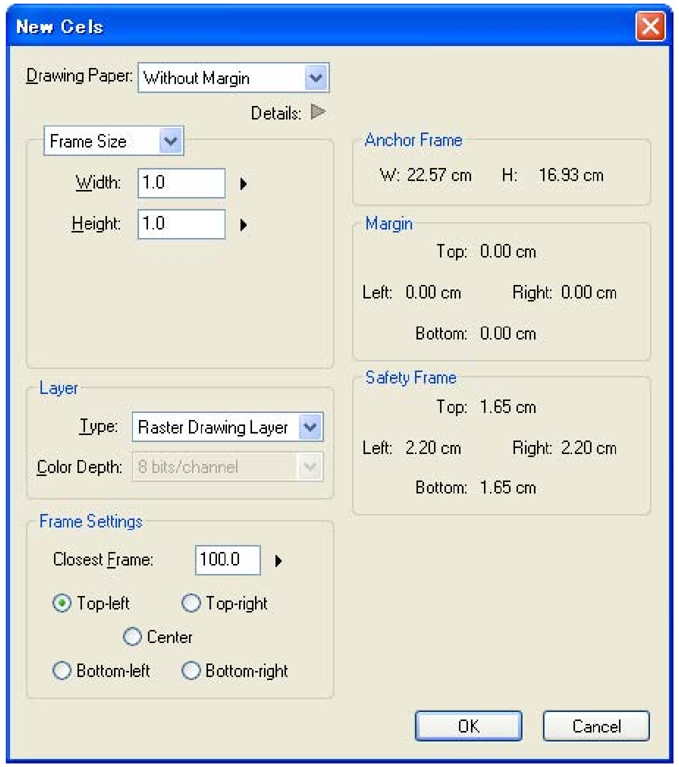
A new drawing paper ([Cel] window) appears.



Tips

New cels can also be created by selecting [File] → [New] → [Cel]. However, in this case the cel does not have a default save destination scene folder.

New Cels dialog box



Drawing Paper: Without Margin

Width: 1.0

Height: 1.0

W: 22.57 cm H: 16.93 cm

Top: 0.00 cm

Left: 0.00 cm Right: 0.00 cm

Bottom: 0.00 cm

Top: 1.65 cm

Left: 2.20 cm Right: 2.20 cm

Bottom: 1.65 cm

Type: Raster Drawing Layer

Color Depth: 8 bits/channel

Closest Frame: 100.0

● Top-left

[Drawing Paper]

Shows the scene number that was entered when the scene folder was created, and the currently selected drawing paper size that was specified for the scene folder when the scene folder was created. Also allows you to select the drawing paper from among [Standard], [PencilMan], [STYLOS], and [Without Margin].

- **[Details]**
  Click the triangle to expand the right part of the dialog box and show the detailed information on [Anchor Frame], [Margin], and [Safety Frame] for the currently selected drawing paper.

[Frame Size/Canvas Size]

A pull-down menu that allows you to select either of the following options.

- **[Frame Size]**
  Allows you to specify the canvas size using frame as the unit.
- **[Canvas Size]**
  Allows you to specify the canvas size and resolution numerically.

[Layer]

Allows you to select the type of layer from among [Vector Drawing Layer], [Raster Drawing Layer], and [Raster General Layer].

For [Raster General Layer], you can also select the [Color Depth]: [8 bits/channel] or [16 bits/channel].

[Frame Settings]

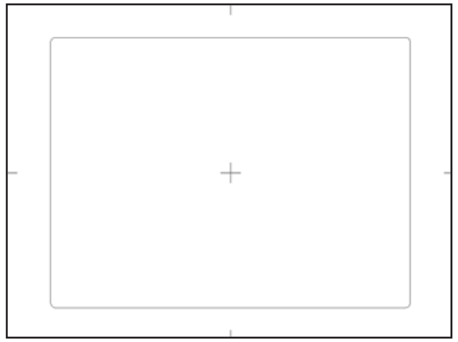
- **[Closest Frame]**
  Allows you to specify how close (T. U.) the frame will be with respect to the drawing paper to create. RETAS!PRO adjusts the distance so that the size of the closest (T.U.) frame becomes "100Frame".
- **Frame position**
  Allows you to select the anchor frame position for the [Closest Frame] view from among [Top-left], [Top-right], [Center], [Bottom-left], and [Bottom-right].

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

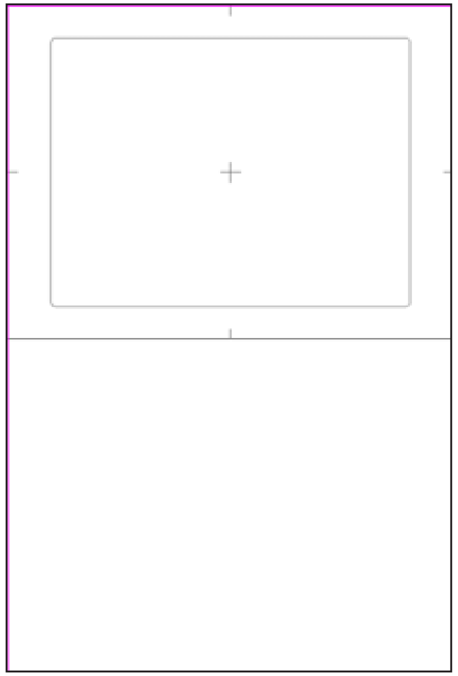
Specifying the drawing paper size based on number of frames

RETAS!PRO allows you to use frame as the unit for specifying a drawing paper size in dialog boxes such as the [New Cels].

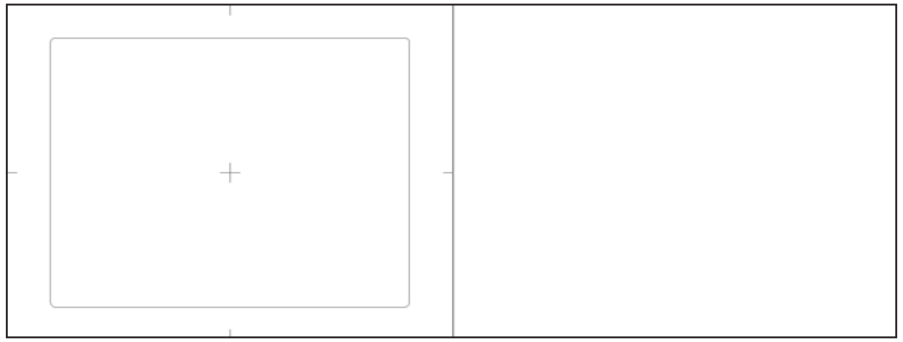
Frame Width: 1.0, Height: 1.0



Frame Width: 1.0, Height: 2.0

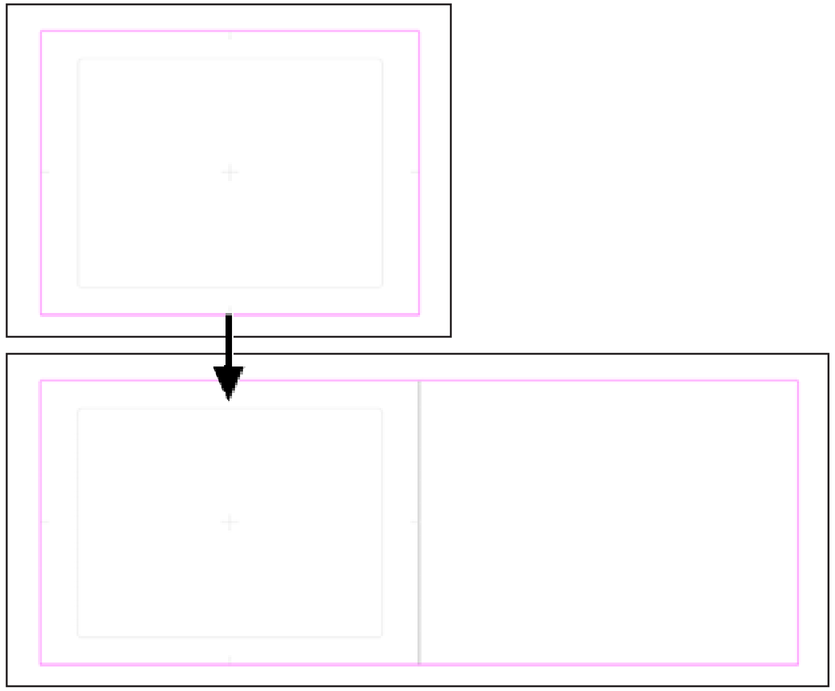


Frame Width: 2.0, Height: 1.0



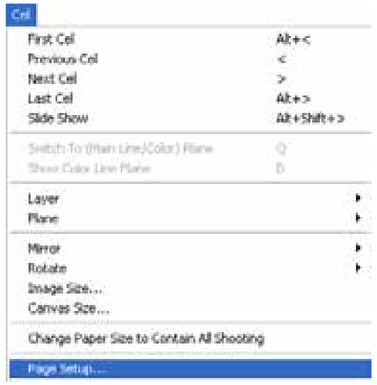
Changing a drawing paper size

The procedure for changing a drawing paper size afterwards is as follows.



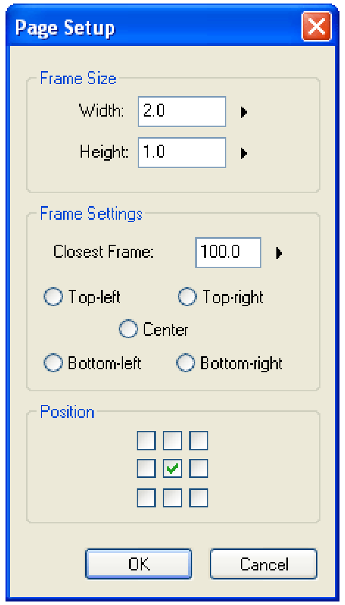
1. Open the Page Setup dialog box.

Open the [Cel] window with the drawing paper size you want to change. Then select [Page Setup...] from the [Cel] menu. The [Page Setup...] dialog box that allows you to configure the detailed settings appears.


Cel
First Cel Alt+<
Previous Cel <
Next Cel >
Last Cel Alt+>
Slide Show Alt+Shift+>
Switch To (Main Line/Color) Plane Q
Show Color Line Plane D
Layer
Plane
Mirror
Rotate
Image Size...
Canvas Size...
Change Paper Size to Contain All Shooting
Page Setup...

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Page Setup dialog box



Page Setup

Frame Size

Width: 2.0

Height: 1.0

Frame Settings

Closest Frame: 100.0

○ Top-left ○ Top-right

○ Center

○ Bottom-left ○ Bottom-right

Position

☐ ☐ ☐
☐ ☑ ☐
☐ ☐ ☐

[Frame Size]

Specify the width-to-height ratio of the drawing paper's frame.

[Frame Settings]

- **[Closest Frame]**
  Allows you to specify how close (T. U.) the frame will be with respect to the drawing paper to create. TraceMan adjusts the distance so that the size of the closest (T.U.) frame becomes "100Frame".
- **Frame position**
  Allows you to select the anchor frame position for the [Closest Frame] view from among [Top-left], [Top-right], [Center], [Bottom-left], and [Bottom-right].

[Position]

Specify the position where you want the original image to appear after the size change.

[OK]

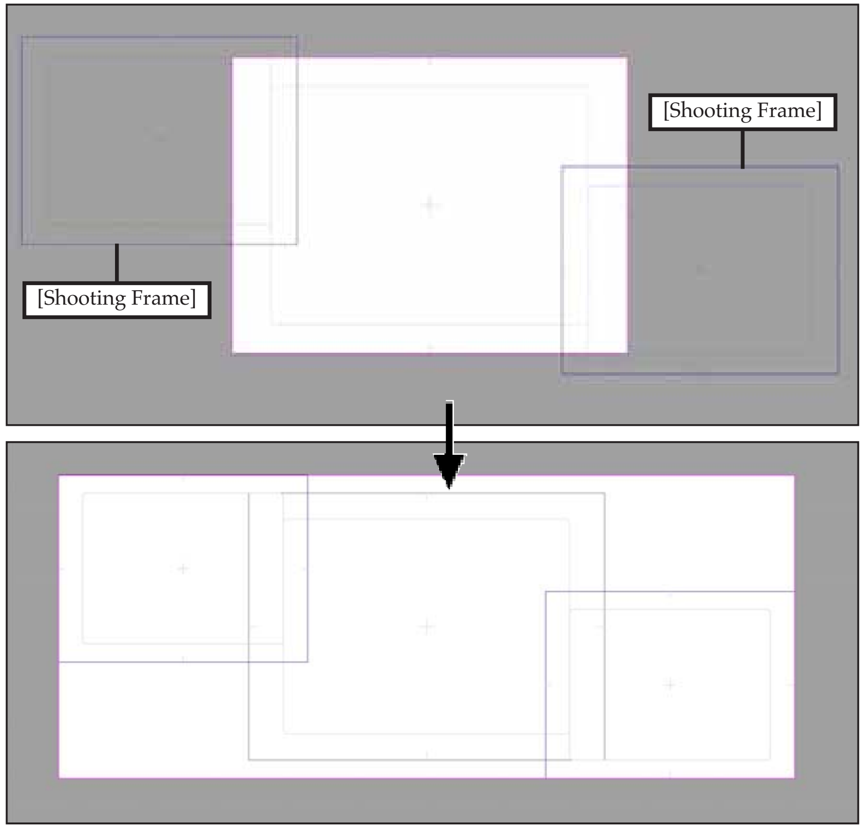
Confirms the settings and closes the dialog box.

[Cancel]

Cancels the settings and closes the dialog box.

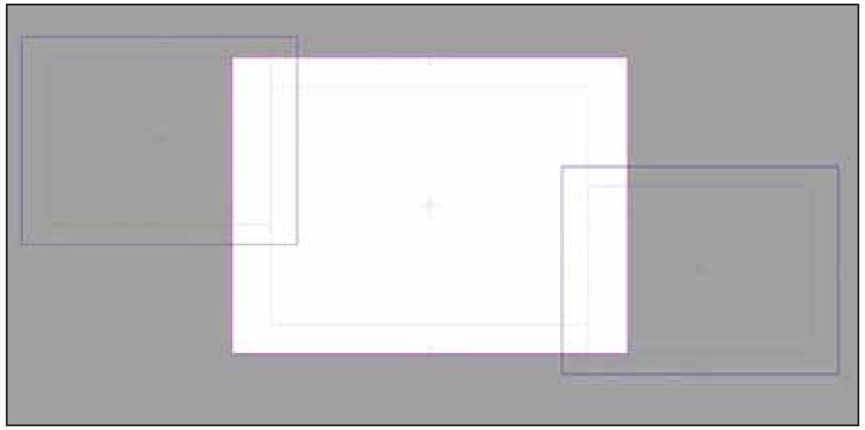
Changing a drawing paper size based on the shooting frame

The procedure for changing a large drawing paper size created using the [Page Setup] dialog box to fit the specified [Shooting Frames] is as follows.



1. Open the Cel window.

Open the [Cel] window with the [Shooting Frame].

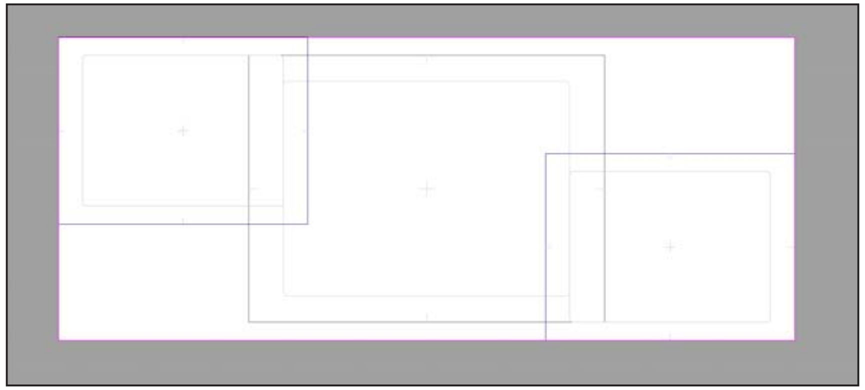


2. Select the command.

Select [Change Paper Size to Contain All Shooting Frames] from the [Cel] menu.

3. Completion

The drawing paper size is changed to accommodate the [Shooting Frames].



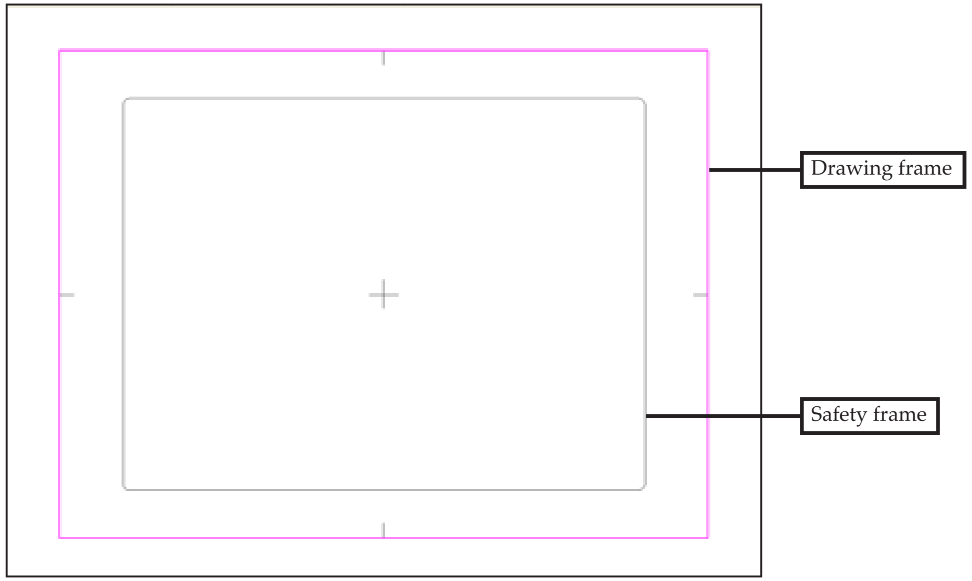
Tips

For details on how to create a [Shooting Frame], see "Chapter 13".

Frames

Drawing frame and safety frame

[Safety Frame] is the inner drawing area, and [Drawing Frame] the tolerance around the inner drawing area.



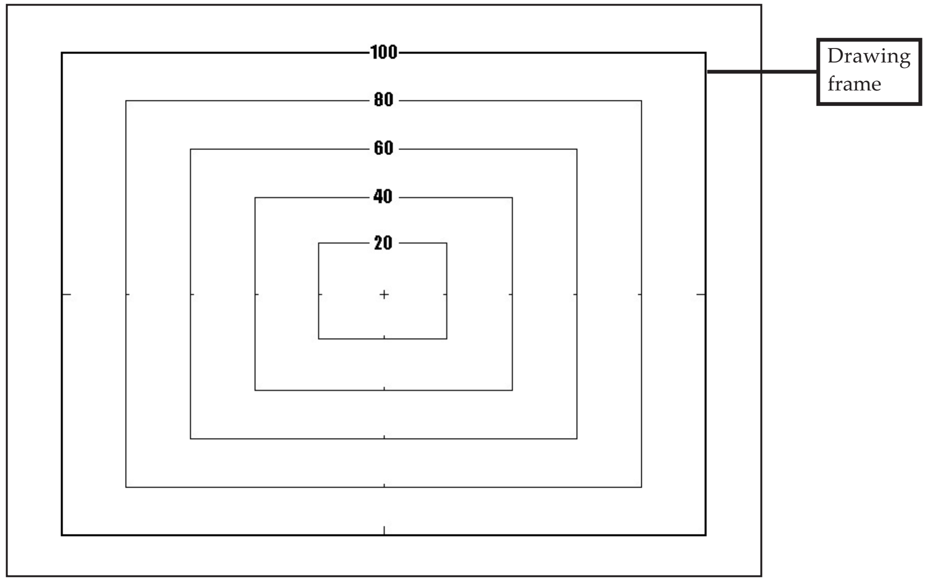
Drawing frame

Is the drawing area. The edges of your drawing must fall beyond this frame. If a drawing edge falls within this frame, a [short drawing exposure] occurs.

Safety frame

Also called TV frame. Is the area that will be shown on the TV screen. Drawing outside this frame may not appear on the TV. So, make sure to draw scenes you want to show on TV inside this frame.

100Frame


100
80
60
40
20
Drawing frame

100Frame means a "drawing frame with a size of 100%". A frame half of the 100Frame size is called "50Frame" whilst a frame twice the 100Frame size is called "200Frame".

Tips

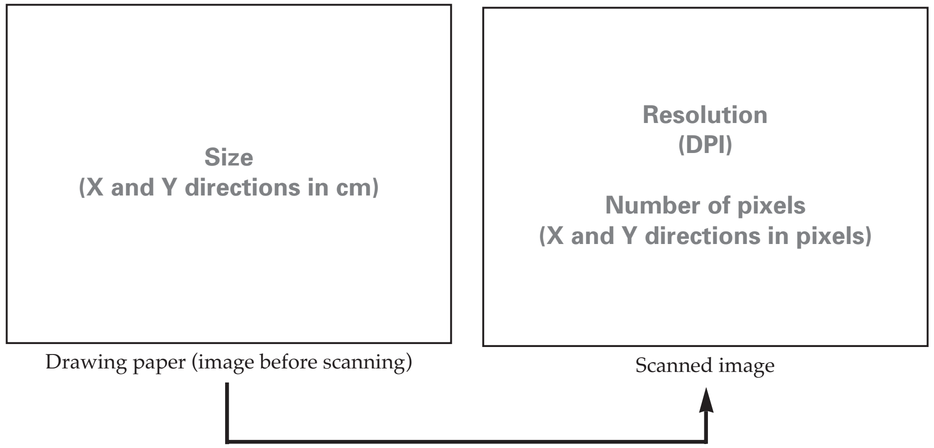
This term is widely used in the animation industry. However, each company/studio has its own interpretation thus the definition above applies to RETAS!PRO only.

Standard resolution

"Standard resolution" is a numeric value of utmost importance in digital animation production.

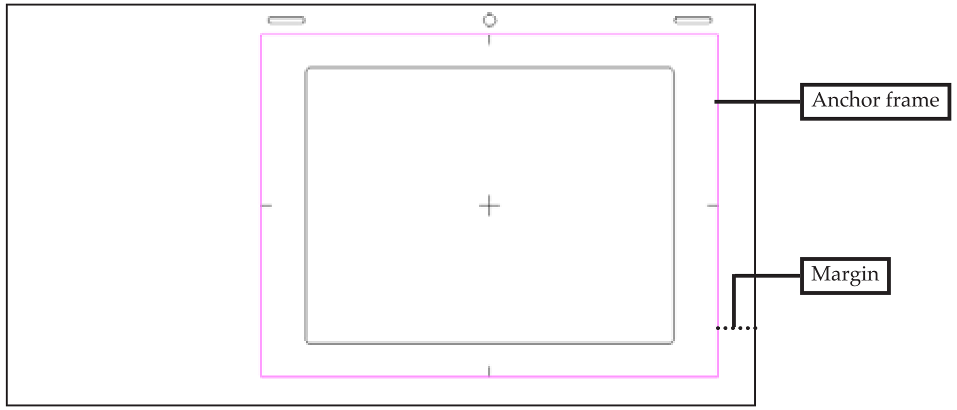
The value gives information about

1. The size of the drawing paper (X and Y directions in cm)
2. The resolution of the scanned image (DPI)
3. The number of pixels in the scanned image (X and Y directions in pixels)


Size
(X and Y directions in cm)
Resolution
(DPI)
Number of pixels
(X and Y directions in pixels)
Drawing paper (image before scanning)
Scanned image

Anchor Frame and Margins

In RETAS!PRO HD, the [Anchor frame] and [Margin] concepts are implemented in all of the series applications.



Anchor frame

The anchor frame is the equivalent to the [Peg Holes] in the conventional inbetween drawing paper.

With conventional inbetween drawing papers, papers of diverse sizes are aligned using the peg holes as reference.

With digital inbetween drawing papers, each animator/assistant aligns the images at his/her discretion by referencing the material when diverse canvas sizes are present as the software canvases do not carry any reference point.

The DGA and CEL formats solve this ambiguity by embedding an "anchor frame" in each image to serve the role of the pegbar for aligning the images automatically when loading them to the Light Table or when overlapping them in a Cel Stack.

Margin

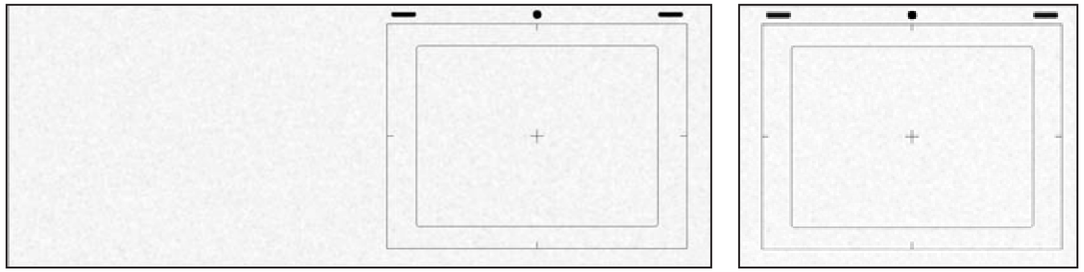
Margin is the area outside the drawing frame.

Margin gives room for camera-works such as "camera shake". However, without clear standards about margin size, inconveniences such as difficulty to identify the margin at a glance, or necessity of on-the-spot adjustment during shooting are often.

In the DGA and CEL formats, the margin is specified based on the drawing frame information embedded in the image so that you can make use of the margin related functions.

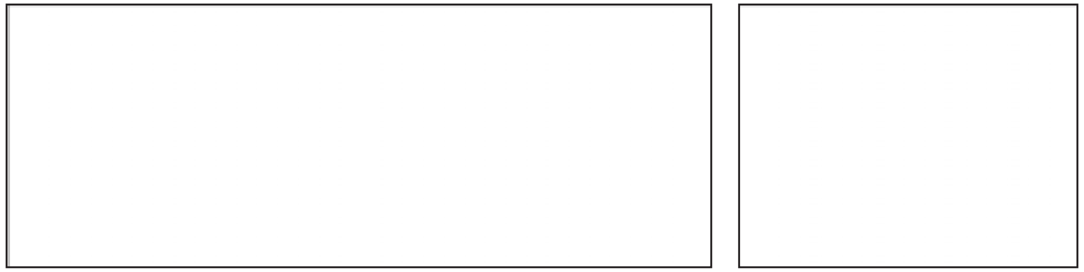
With paper

Positioning is automatic as alignment is done using the [Peg Holes].



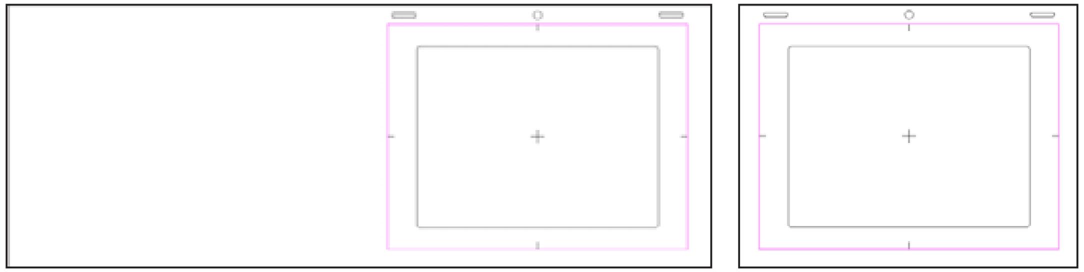
With generic digital format

It is impossible to know whether alignment is [Left], [Center], or [Right] by just seeing the data as there is no [Peg Hole] information.



With DGA/CEL format

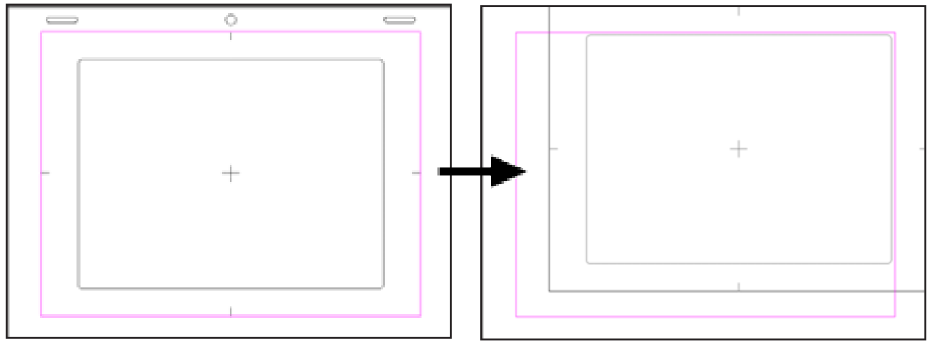
Positioning when overlapping the images in the light table is automatic as images of different sizes can be aligned using the [Anchor Frame] which is the software equivalent of the [Peg Holes].



Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

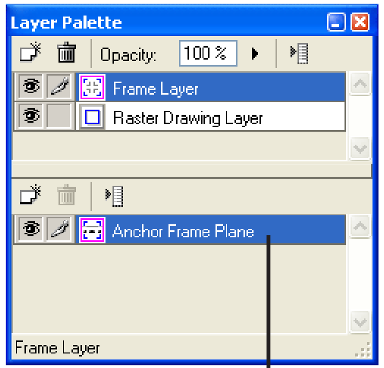
Moving the anchor frame

The procedure for moving the [Anchor Frame] which is equivalent to making new peg holes in the drawing paper is as follows.

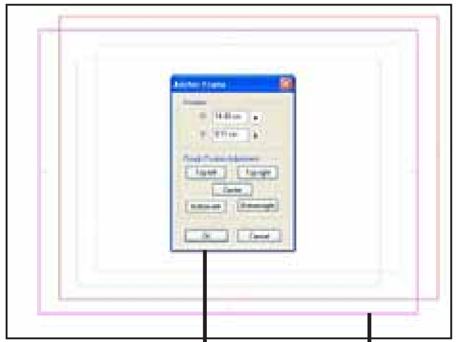


1. Open the Anchor Frame dialog box.

Open the [Anchor Frame] dialog box and configure the [Anchor Frame] settings.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Anchor Frame Plane
Frame Layer

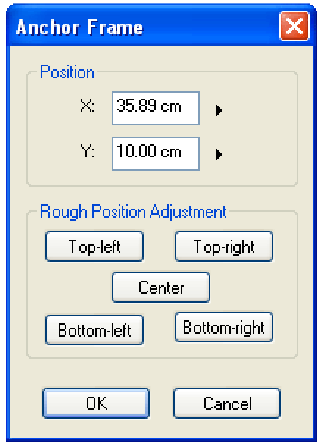
Double click [Anchor Frame Plane] from [Frame Layer] on the [Layer Palette].



Configure the details settings in the [Anchor Frame] dialog box.

Place the mouse pointer at any point within the red frame ([Anchor Frame]) and drag. The [Anchor Frame] moves.

Anchor Frame dialog box


Anchor Frame
Rough Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

Position
X: 35.89 cm
Y: 10.00 cm

- **[Position]**
  Shows the distance from the upper left corner of the drawing paper to the cross at the center of the [Anchor Frame].

- **[Rough Position Adjustment]**
  Click either [Top-left], [Top-right], [Center], [Bottom-left], or [Bottom-right] button. The [Anchor Frame] will be positioned there.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

RETAS!PRO

Chapter 7

Layers and Planes

Multi-layer

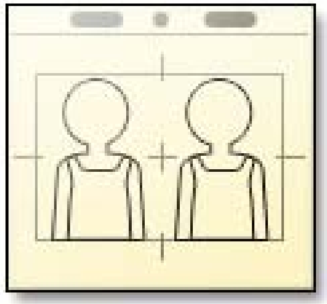
What is DGA or CEL format?

In RETAS!PRO HD, two new proprietary multi-layer image formats have been added to realize two of the design objectives: "high resolution, high quality image" and "one-source, multi-use".

Multi-layered image for drawing: DGA format (Digital Graphic for Animation, extension: dga)

The multi-layer structure of RETAS!PRO is such that allows you to use both vector and raster formats on the same image.

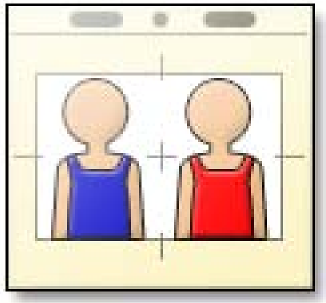
- This is an image format that can be used only with STYLOS HD.
- Image in this format can be only browsed with TraceMan HD and PaintMan HD.
- Data structure of this format is specialized for linear drawing, a characteristic of drawings used in animation and is not compatible with the painting and post-painting processes.
- Images in this format can be used in processes covered by STYLOS HD, that is from layout drawing to keys and inbetweens drawing, and drawing correction.



Multi-layered image for Painting: CEL format (Cel, extension: cel)

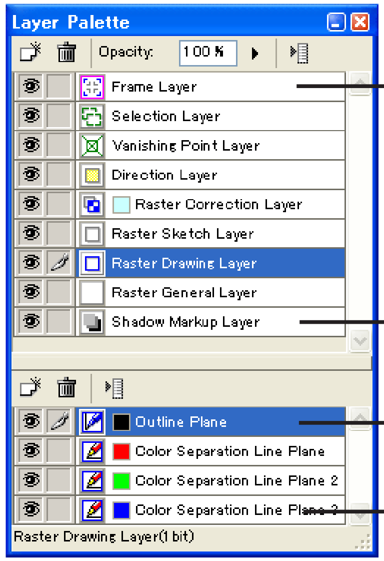
The multi-layer structure of RETAS!PRO is such that allows you to use both vector and raster formats on the same image.

- This format is used mainly with TraceMan HD and PaintMan HD.
- An image in this format can be only browsed with STYLOS HD.
- This is an image format used mainly in the painting and post-painting processes.



What is a multi-layer structure?

Images in DGA or CEL format are composed of "layers" dedicated to a particular process, and each layer is composed of "planes" which are where editing can be done. The export of a layer is selectable, that is, you can exclude those that are only necessary during intermediate processes but not in the final output from the export.



Layer Palette
Opacity: 100 %
Frame Layer
Selection Layer
Vanishing Point Layer
Direction Layer
Raster Correction Layer
Raster Sketch Layer
Raster Drawing Layer
Raster General Layer
Shadow Markup Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1 bit)

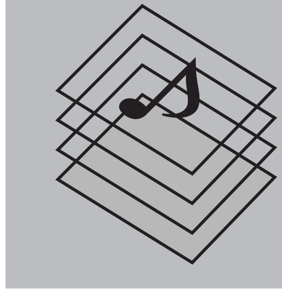
Layers of diverse formats can be used in DGA/CEL format.

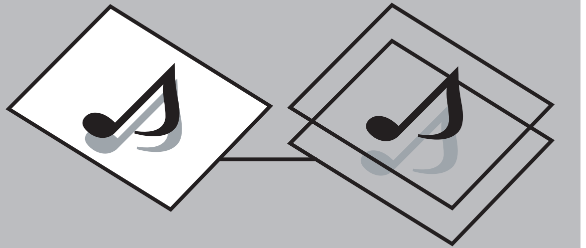
With DGA/CEL format, each layer has in turn have child layers, that is, planes under it.

Tips

Layer
You may think the layer as the equivalent to a cel in the animation. Thus, an image is a hierarchical structure composed of multiple overlapping layers.

Plane
Each of the layers itself has a hierarchical structure composed of planes, where a plane is the smallest unit of image. Planes can be added and deleted as needed.

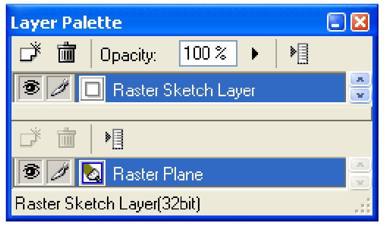


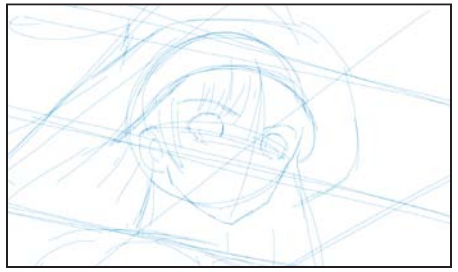


Drawing-related layers

Raster sketch layer (Only DGA)

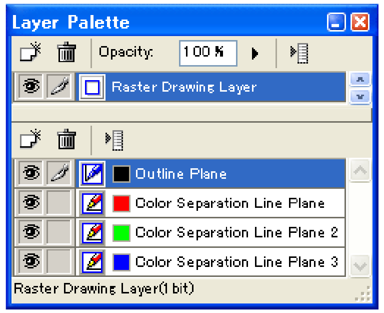
Raster format layer for drawing sketches.
Lines drawn in this layer get thicker as they are redrawn as when drawing with a pencil.

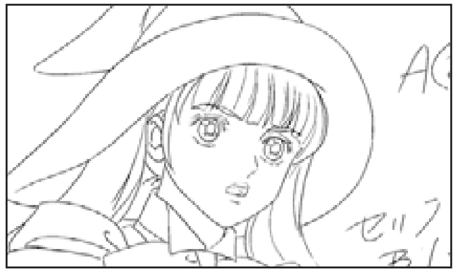

Layer Palette
Opacity: 100 %
Raster Sketch Layer
Raster Plane
Raster Sketch Layer(32bit)



Raster drawing layer (Only DGA)

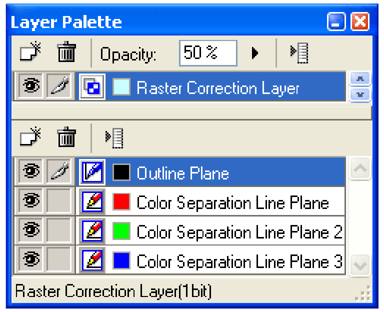
Raster format layer for drawing.
Outlines and color separation lines can be added to drawings in this layer. You can also use this layer to change the order of the drawings.

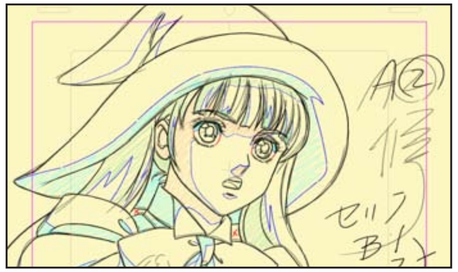

Layer Palette
Opacity: 100 %
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1 bit)



Raster correction layer (Only DGA)

Raster format layer for correcting drawings.

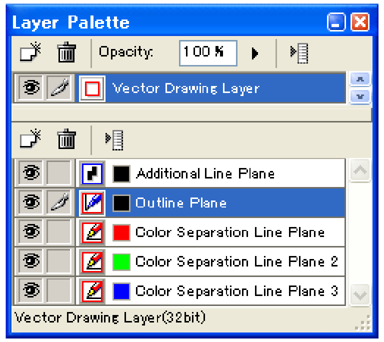

Layer Palette
Opacity: 50 %
Raster Correction Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Correction Layer(1 bit)

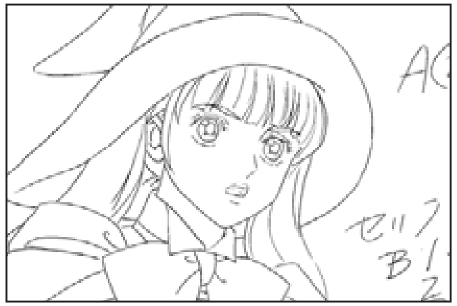


[Correction Layer] over [Drawing Layer]

Vector drawing layer (Only DGA)

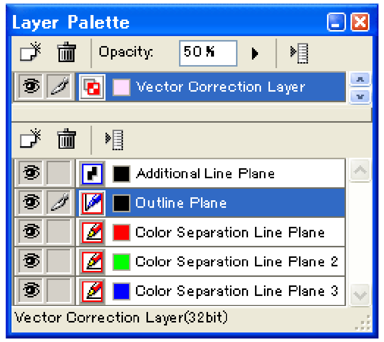
Vector format layer for drawing.
Outlines and color separation lines can be added to drawings in this layer. You can also use this layer to change the order of the drawings.

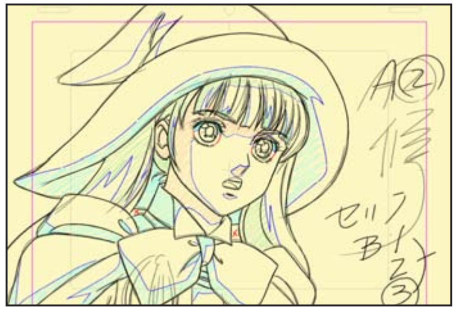

Layer Palette
Opacity: 100 %
Vector Drawing Layer
Additional Line Plane
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Vector Drawing Layer(32bit)



Vector correction layer (Only DGA)

Vector format layer for correcting drawings.


Layer Palette
Opacity: 50 %
Vector Correction Layer
Additional Line Plane
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Vector Correction Layer(32bit)



[Correction Layer] over [Drawing Layer]

Tips

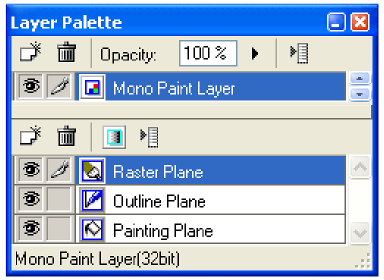
- Drawings on the raster drawing layer are internally processed with 8 times the necessary resolution. For this reason, images of these drawings can be enlarged to a certain extent without losing quality.
- It is not possible to have a mix of raster and vector drawing layers on the same image.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Painting and BG-related layers

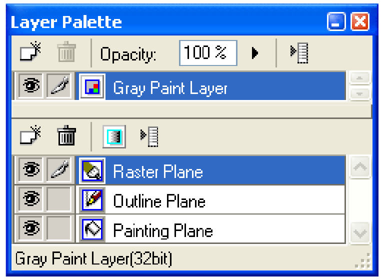
Mono paint layer (Only CEL)

When a [Mono Trace] image from the conventional RETAS!PRO is loaded to RETAS!PRO HD, it is loaded as an image having a [Mono Paint Layer]. Internally, the [Mono Paint Layer] comprises the [Outline Plane] and the [Painting Plane] which allows you to work as usual, by switching between [Outline] and [Painting].


Layer Palette
Opacity: 100 %
Mono Paint Layer
Raster Plane
Outline Plane
Painting Plane
Mono Paint Layer(32bit)

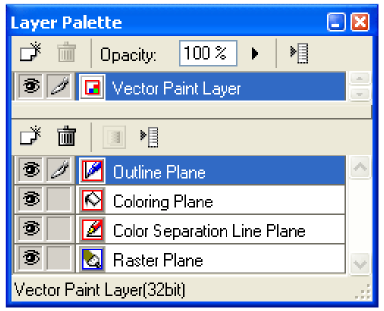
Gray paint layer (Only CEL)

When a [Gray Trace] image from the conventional RETAS!PRO is loaded to RETAS!PRO HD, it is loaded as an image having a [Gray Paint Layer]. Internally, the [Gray Paint Layer] comprises the [Gray Plane] and the [Painting Plane] which allows you to work as usual, by switching between [Outline] and [Painting].


Layer Palette
Opacity: 100 %
Gray Paint Layer
Raster Plane
Outline Plane
Painting Plane
Gray Paint Layer(32bit)

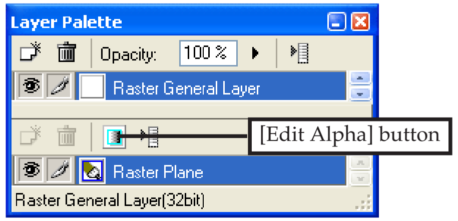
Vector paint layer (Only CEL)

This layer is the destination layer when exporting a drawing drawn on the [Vector Drawing Layer] with STYLOS HD for painting, or the layer used by an image that is vector traced with TraceMan HD.
Using the [Vector Paint Layer] with PaintMan HD allows you to paint the data using the vector format.

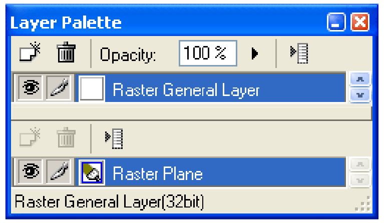

Layer Palette
Opacity: 100 %
Vector Paint Layer
Outline Plane
Coloring Plane
Color Separation Line Plane
Raster Plane
Vector Paint Layer(32bit)

Raster general layer

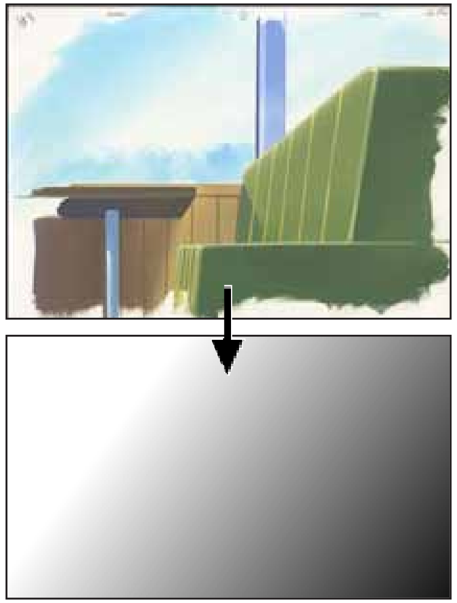
[Raster General Layer] is a layer used mainly for general bitmap images such as background.


Layer Palette
Opacity: 100 %
Raster General Layer
[Edit Alpha] button
Raster Plane
Raster General Layer(32bit)

(STYLOS HD)


Layer Palette
Opacity: 100 %
Raster General Layer
Raster Plane
Raster General Layer(32bit)

(TraceMan HD and PaintMan HD)



Alpha channel

Tips

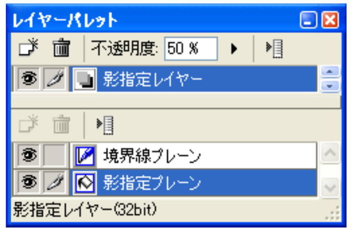
In TraceMan HD and PaintMan HD, it is possible to edit the [Transparency] of the [Raster Plane] under the [Raster General Layer].

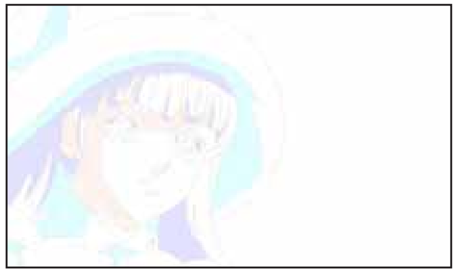
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Non-image related layers

Shadow markup layer (Only DGA)

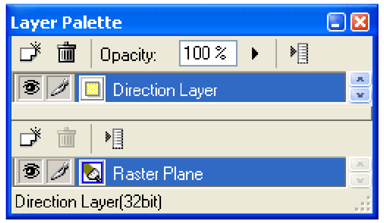
This is a layer exclusively for shadow markup. Create this layer on top of the drawing layer so that you can perform the shadow markup by referencing the contents of the [Outline Plane] and/or [Color Separation Line Plane] of the drawing layer. You can mark the shadows by painting with the [Fill] tool (instead of using the traditional color pencil) or mark the parts that do not need paint at all.

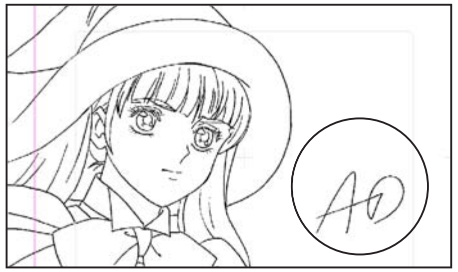

レイヤーパレット
不透明度: 50 %
影指定レイヤー
境界線プレーン
影指定プレーン
影指定レイヤー(32bit)



Direction layer

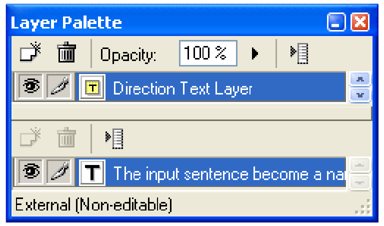
This layer is for drawing directions related to images. Since contents on the direction layer are ignored in a normal rendering, you can draw any direction without fear of affecting the image.

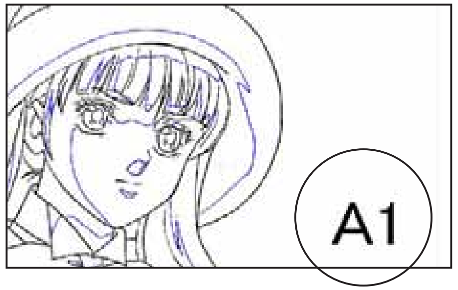

Layer Palette
Opacity: 100 %
Direction Layer
Raster Plane
Direction Layer(32bit)



Direction text layer

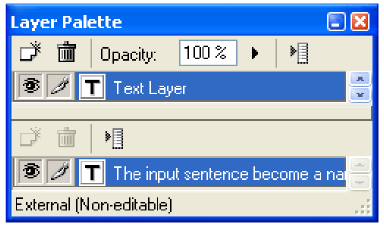
This layer is for writing directions related to images. The text of the direction can be edited.
Since contents on the direction text layer are ignored in a normal rendering, you can write any direction without fear of affecting the image.

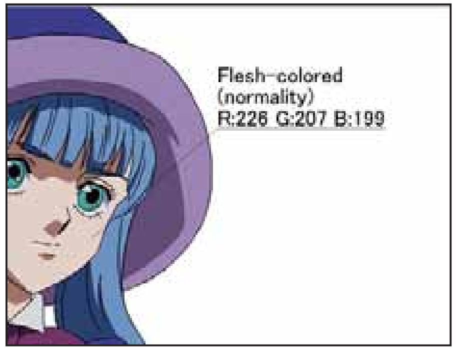

Layer Palette
Opacity: 100 %
Direction Text Layer
The input sentence become a na
External (Non-editable)



Text layer

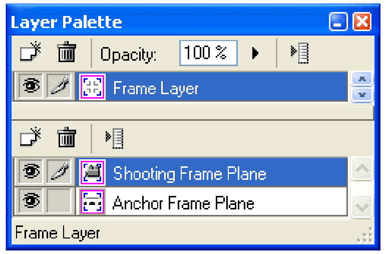
This is a layer for texts. The text can be edited. It is also possible to add a line to the text.

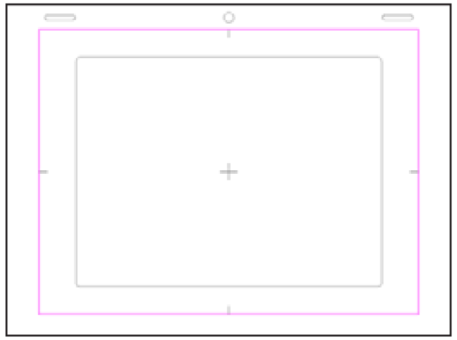

Layer Palette
Opacity: 100 %
Text Layer
The input sentence become a na
External (Non-editable)

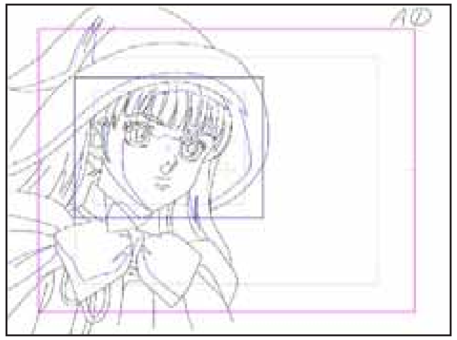

Flesh-colored
(normality)
R:226 G:207 B:199

Frame layer

This is a layer for show the [Anchor Frame Plane] and/or the [Shooting Frame Plane] on the image to help you in the positioning.


Layer Palette
Opacity: 100 %
Frame Layer
Shooting Frame Plane
Anchor Frame Plane
Frame Layer



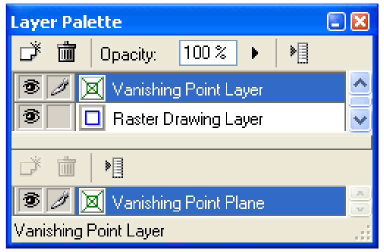


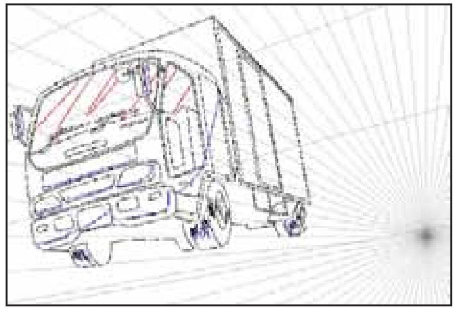
Tips

There are two types of shadow markup layers, those created with [Cel] → [Shadow Markup...], and those created with [Layer] → [New Layer] from the [Layer Palette].

Vanishing point layer

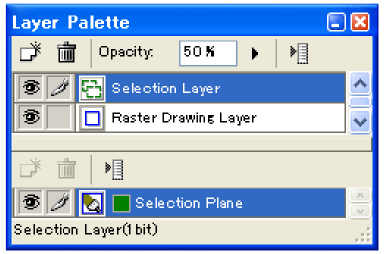
This is a layer for specifying and keeping a vanishing point for drawing with perspective.

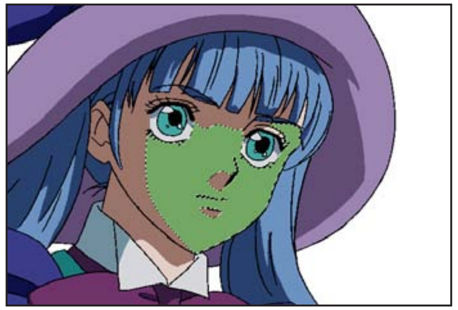

Layer Palette
Opacity:
100 %
Vanishing Point Layer
Raster Drawing Layer
Vanishing Point Plane
Vanishing Point Layer



Selection layer

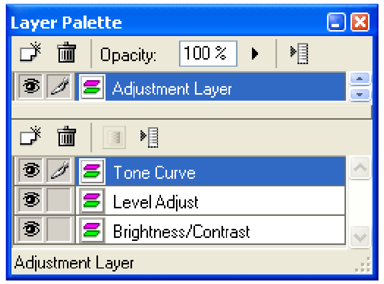
This is a layer for saving and editing a selection. A selection can also be created by drawing with a drawing tool while referencing the contents of other layers.

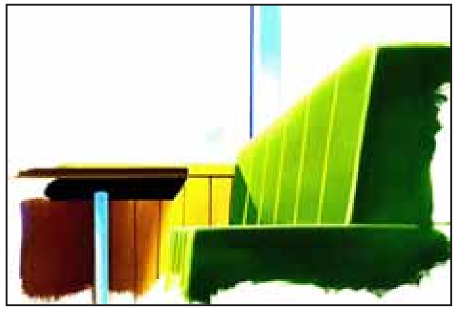

Layer Palette
Opacity:
50 %
Selection Layer
Raster Drawing Layer
Selection Plane
Selection Layer(1 bit)



Adjustment layer (Only CEL)

This is a layer that results from the layerization of a tone adjustment on an image.
Tone adjustment settings can be changed as well as reset.


Layer Palette
Opacity:
100 %
Adjustment Layer
Tone Curve
Level Adjust
Brightness/Contrast
Adjustment Layer



Layer

Basic operations using Layer Palette

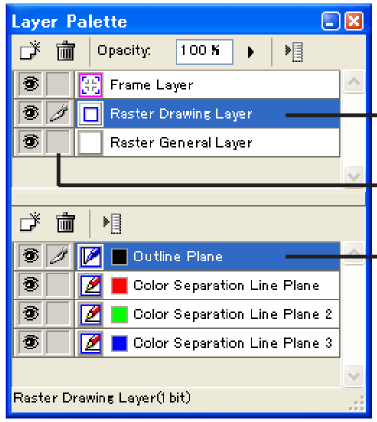
Layer operations are performed using the [Layer Palette].

1. Selecting a layer

To select a layer, click the layer name field in the upper part of the [Layer Palette]. The layer is selected when shown highlighted.

2. Selecting a plane

The plane must be selected from the lower part of the [Layer Palette] after the layer. To select, click the plane name field. The plane is selected when shown highlighted.


Layer Palette
Opacity:
100 %
Frame Layer
Raster Drawing Layer
Raster General Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1 bit)

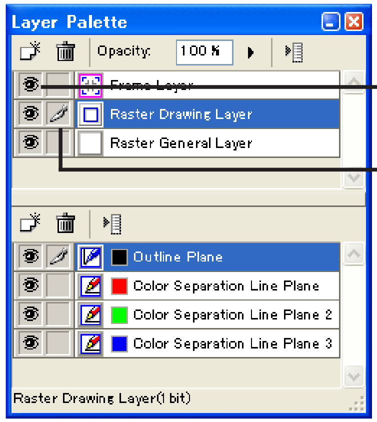
❶ Select the layer.

To select multiple layers, select by clicking on the [Drawing Permission] column.

❷ Select the plane.

3. Showing/Hiding a layer or plane

The content of an image layer and/or plane to be shown in a [Cel] window can be shown or hidden by clicking the [Show/Hide Layer] icon on the [Layer Palette].

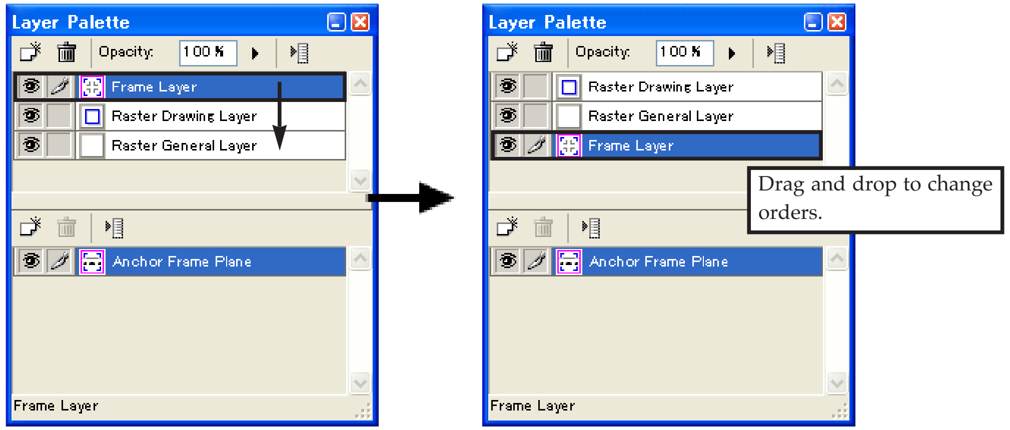

Layer Palette
Opacity:
100 %
~~Frame Layer~~
Raster Drawing Layer
Raster General Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1 bit)

[Show/Hide Layer] icon

[Drawing Permission] icon: Clicking this icon when the [Show/Hide Layer] icon is shown enables drawing and editing on the layer.

4. Changing a layer/plane order

The order in which a layer/plane is arranged within an image can be changed by dragging and dropping.

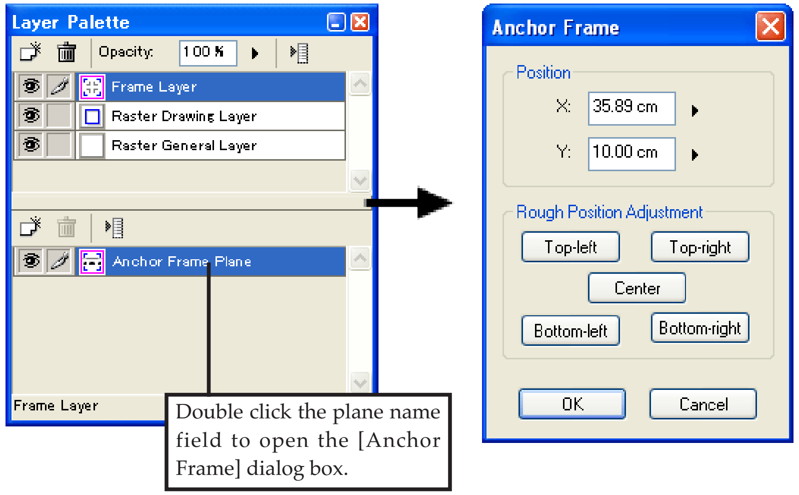

Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Raster General Layer
Anchor Frame Plane
Frame Layer
Layer Palette
Opacity: 100 %
Raster Drawing Layer
Raster General Layer
Frame Layer
Anchor Frame Plane
Frame Layer

Drag and drop to change orders.

5. Changing a plane settings

Planes whose settings are changeable using a dialog box are as follows.

- [Anchor Frame Plane] and [Shooting Frame Plane] of the [Frame Layer]
- [Vanishing Point Plane] of the [Vanishing Point Layer]
- [Brightness/Contrast], [Level Adjust], and [Tone Curve] of the [Adjustment Layer] (Only TraceMan HD and PaintMan HD)
- [Text Plane] of the [Text Layer] and [Direction Text Layer]


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Raster General Layer
Anchor Frame Plane
Frame Layer
Anchor Frame
Position
Rough Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

X: 35.89 cm
Y: 10.00 cm

Double click the plane name field to open the [Anchor Frame] dialog box.

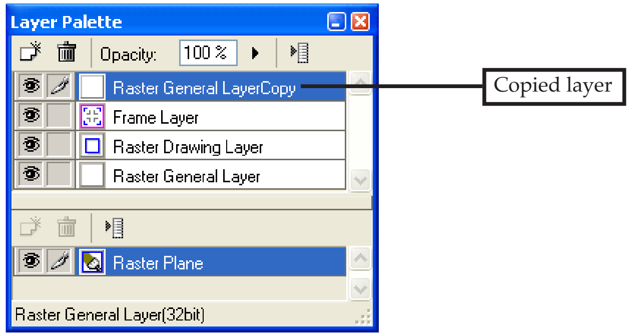
Copying a layer or plane

The procedure for copying a selected layer or plane is as follows.

Copying a layer

Select the layer you want to copy from the [Layer Palette] then select [Layer] → [Copy] from the [Cel] menu. A layer named [○○○ Copy] appears on the [Layer Palette].

You may also make a copy by selecting [Copy] under [Show Layer Menu] in the [Layer Palette].

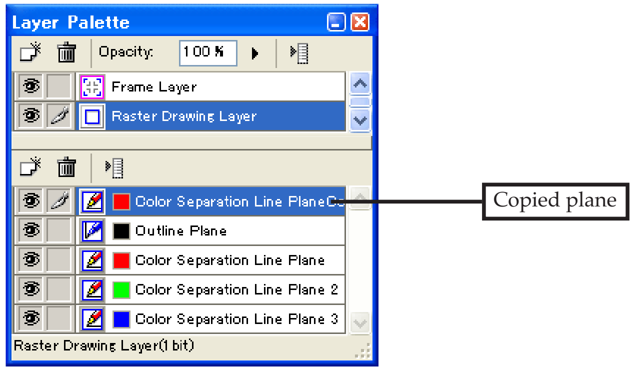

Layer Palette
Opacity: 100 %
Raster General LayerCopy
Frame Layer
Raster Drawing Layer
Raster General Layer
Raster Plane
Raster General Layer(32bit)

Copied layer

Copying a plane

Select the plane you want to copy from the [Layer Palette] then select [Plane] → [Copy] from the [Cel] menu. A plane named [○○○ Copy] appears on the [Layer Palette].

You may also make a copy by selecting [Copy] under [Show Plane Menu] in the [Layer Palette].


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Color Separation Line PlaneC
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1 bit)

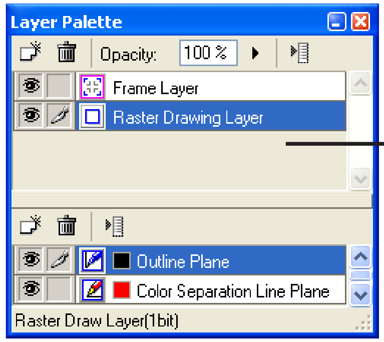
Copied plane

Deleting a layer or plane

The procedure for deleting a selected layer is as follows.

Deleting a layer

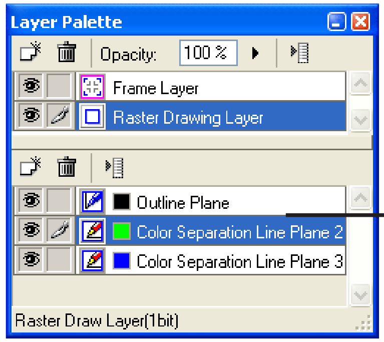
Click the layer you want to delete on the [Layer Palette] then select [Layer] → [Delete] from the [Cel] menu. The selected layer is deleted. You may also delete by selecting [Delete] under [Show Layer Menu] in the [Layer Palette].


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Raster Draw Layer(1bit)

Layer is deleted.

Deleting a plane

Click the plane you want to delete on the [Layer Palette] then select [Plane] → [Delete] from the [Cel] menu. The selected plane is deleted. You may also delete by selecting [Delete] under [Show Plane Menu] in the [Layer Palette].


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Draw Layer(1bit)

Plane is deleted.

Tips

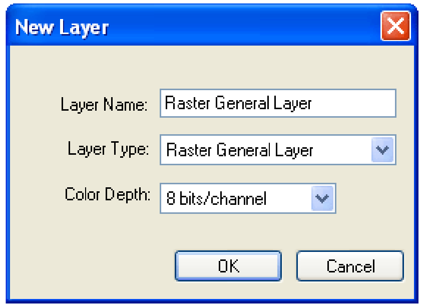
Selecting [Delete Hidden Layer] from the [Layer] menu allows you to delete a hidden layer (a layer without the eye icon) from the [Layer Palette].

Creating a new layer or plane

The procedure for creating or adding a new layer or plane is as follows.

Creating a new layer

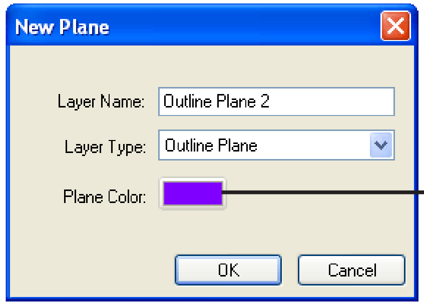
Select [Layer] → [New] from the [Cel] menu. The [New Layer] dialog box appears. Enter the [Layer Name] and select the [Layer Type] and [Color Depth] then click [OK] to create the layer.


New Layer
OK
Cancel

Layer Name: Raster General Layer
Layer Type: Raster General Layer
Color Depth: 8 bits/channel

Creating a new plane

Select [Plane] → [New] from the [Cel] menu. The [New Plane] dialog box appears. Enter the [Plane Name] and select the [Plane Type] then click [OK] to create the plane.


New Plane
Plane Color:
OK
Cancel

Layer Name: Outline Plane 2
Layer Type: Outline Plane

For some planes, also select a [Plane Color].

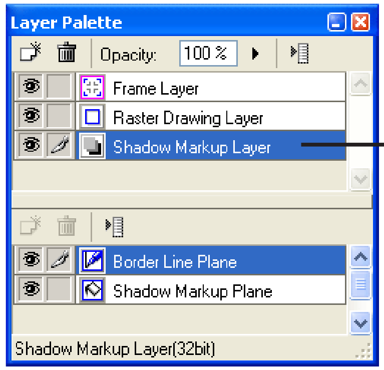
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Converting a layer

The procedure for converting a layer to a layer of different type is as follows.

1. Select the layer.

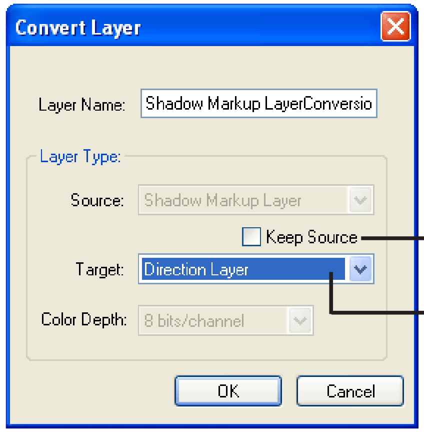
Select the layer you want to convert to another type from the [Layer Palette].


Layer Palette
Opacity:
100 %
Frame Layer
Raster Drawing Layer
Shadow Markup Layer
Border Line Plane
Shadow Markup Plane
Shadow Markup Layer(32bit)

Example: Select [Shadow Markup Layer].

2. Configure the [Convert Layer] dialog box settings.

Select [Layer] → [Convert...] from the [Cel] menu. The [Convert Layer] dialog box appears. Enter [Layer Name] and select [Target] in [Layer Type].


Convert Layer

Layer Name: Shadow Markup LayerConversio

Layer Type:

Source: Shadow Markup Layer

☐ Keep Source

Target: Direction Layer

Color Depth: 8 bits/channel

Select to keep the original layer after conversion.

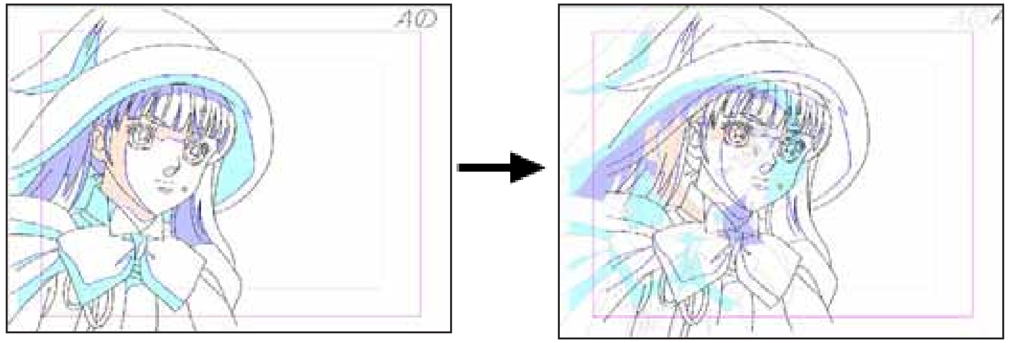
Select the target layer type.

3. Completion

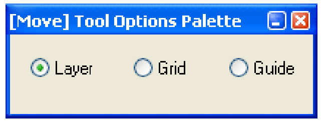
Click [OK] to convert the layer. The converted layer is added to the [Layer Palette].

Move tool

The [Move] tool on the [Tool Palette] allows you to scroll only a selected layer by dragging.



Move tool options palette

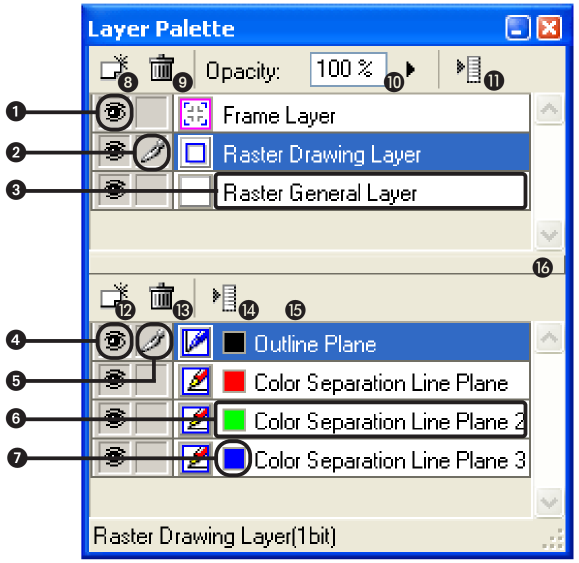

[Move] Tool Options Palette

● Layer ○ Grid ○ Guide

- **[Layer]**
  Moves the layer.
- **[Grid]**
  Moves the grids.
- **[Guide]**
  Moves the guide.

Name of the Layer Palette parts

The [Layer Palette] opens when you select [Layer Palette] from the [Window] menu.


Layer Palette
Opacity:
100 %
Frame Layer
Raster Drawing Layer
Raster General Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)
❶
❷
❸
❹
❺
❻
❼
❽
❾
❿
⓫
⓬
⓭
⓮
⓯
⓰

* The view items below are items toggled with a mouse click.

❶ **[Show/Hide Layer] icon**
The layer is visible when the icon is visible.

❷ **[Drawing Permission] icon**
Drawing/editing on the layer is possible when the icon is visible. Select clicking this icon to select multiple layers simultaneously.

❸ **[Layer Name] field**
Click to select. The layer is selected (active) when the field is shown in blue.

❹ **[Show/Hide Plane] icon**
The plane is visible when the icon is visible.

❺ **[Drawing Permission] icon**
Drawing/editing on the plane is possible when the icon is visible. Select clicking this icon to select multiple planes simultaneously.

❻ **[Plane Name] field**
Click to select. The layer is selected (active) when the field is shown in blue.
Some planes show the dialog box that allows you to edit or reconfigure the settings when double clicked.

❼ **[Plane Color] button**
Clicking the button shows a dialog box that allows you to change the plane color (color of the plane).

❽ **[Create New Layer] button**
Clicking the button shows the [New Layer] dialog box that allows you to create a new layer.

❾ **[Delete Layer] button**
Deletes the selected layer.

❿ **[Opacity] field**
This field allows you to adjust the opacity of the shown image by direct input or slider operation.

⓫ **[Show Layer Menu] button**
Shows the layer menu.

⓬ **[Create New Plane] button**
Clicking the button shows the [New Plane] dialog box that allows you to create a new plane.

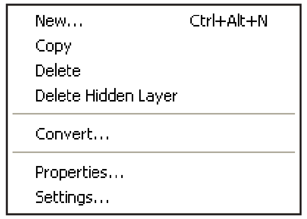
⓭ **[Delete Plane] button**
Deletes the selected plane.

⓮ **[Edit Alpha] button (Only TraceMan HD and PaintMan HD)**
Shows the [Raster Plane] alpha channel.

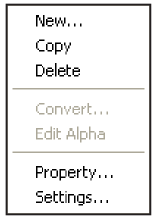
⓯ **[Show Plane Menu] button**
Shows the plane menu.

⓰ **Palette split bar**
The split bar allows you to change the sizes of the layer and plane panes in the [Layer Palette]. To change the sizes, put the mouse pointer on the split bar and slide it up/down.

Layer menu and Plane menu


New... Ctrl+Alt+N
Copy
Delete
Delete Hidden Layer
Convert...
Properties...
Settings...

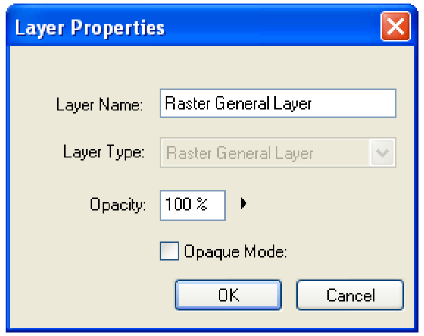
Layer menu


New...
Copy
Delete
Convert...
Edit Alpha
Property...
Settings...

Plane menu
(Screen image of TraceMan HD or PaintMan HD)

- **[New...]**
  Shows the [New Layer/Plane] dialog box that allows you to create a new layer or plane.
- **[Copy]**
  Allows you to make a copy of the selected layer/plane.
- **[Delete]**
  Allows you to delete the selected layer/plane.
- **[Delete Hidden Layer]**
  Allows you to delete a layer whose [Show/Hide] icon is turned off.
- **[Convert...]**
  Opens the [Convert Layer] dialog box that allows you to convert a layer/plane.
- **[Edit Alpha] (Only TraceMan HD and PaintMan HD)**
  Allows you to edit the [Raster Plane] alpha channel.
- **[Property...]**
  Opens the [Layer/Plane Properties] dialog box.
- **[Settings...]**
  Opens the settings dialog box when either [Frame Layer], [Vanishing Point Layer], or [Adjustment Layer] (only TraceMan HD and PaintMan HD) is selected.

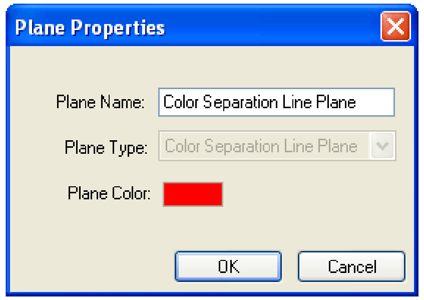
Layer Properties dialog box


Layer Properties
OK
Cancel

Layer Name: Raster General Layer
Layer Type: Raster General Layer
Opacity: 100 %
☐ Opaque Mode:

- **[Layer Name]**
  Allows you to change the layer name.
- **[Layer Type]**
  Shows the layer type.
- **[Opacity]**
  Allows you to change the layer opacity.
- **[Opaque Mode] (Only raster general layer)**
  Turns off the [Opacity].

Plane Properties dialog box


Plane Properties
Plane Color:
OK
Cancel

Plane Name: Color Separation Line Plane
Plane Type: Color Separation Line Plane

- **[Plane Name]**
  Allows you to change the plane name.
- **[Plane Type]**
  Shows the plane type.
- **[Plane Color] (Only some planes)**
  Allows you to change the plane color using the [Color Settings] or [Color] dialog box.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

List of layers and planes

S: STYLOS HD T: TraceMan HD P: PaintMan HD

Drawing-related layers

Layer/Plane	S	T	P	Description
Raster sketch layer	●	×	×	**Layer for drawing sketches**
Raster plane	●	×	×	Plane for drawing lines in raster format
Raster drawing layer	●	×	×	**Layer for raster-based drawing**
Outline plane	●	×	×	Plane for saving outlines
Color separation line plane	●	×	×	Plane for saving color separation lines
Vector drawing layer	●	×	×	**Layer for vector-based drawing**
Outline plane	●	×	×	Plane for saving outlines
Color separation line plane	●	×	×	Plane for saving color separation lines
Additional line plane	●	×	×	Plane for drawing lines in raster format
Raster correction layer	●	×	×	**Layer for making corrections (used in drawing check)**
Outline plane	●	×	×	Plane for saving outlines
Color separation line plane	●	×	×	Plane for saving color separation lines
Vector correction layer	●	×	×	**Layer for making corrections (used in drawing check)**
Outline plane	●	×	×	Plane for saving outlines
Color separation line plane	●	×	×	Plane for saving color separation lines
Additional line plane	●	×	×	Plane for drawing lines in raster format

Painting and BG-related layers

Layer/Plane	S	T	P	Description
Mono paint layer	×	●	●	**Layer for painting in black and white**
Outline plane	×	●	●	Plane for protecting outlines
Painting plane	×	●	●	Plane for performing the painting
Raster plane	×	●	●	Plane that can be used for special effects
Gray paint layer	×	●	●	**Layer for painting. Outlines are expressed with grayscale in this layer.**
Outline plane	×	●	●	Plane for protecting outlines (keep the grayscale)
Painting plane	×	●	●	Plane for performing the painting
Raster plane	×	●	●	Plane that can be used for special effects
Vector paint layer	×	●	●	**Layer for vector-based painting**
Outline plane	×	●	●	Plane for protecting outlines
Color separation line plane	×	●	●	Plane for protecting color separation lines
Coloring plane	×	●	●	Plane for performing the painting
Raster plane	×	●	●	Plane that can be used for special effects
Raster general layer	●	●	●	**Layer that can be used for BG and/or special effects**
Raster plane	●	●	●	Plane that can be used for BG and/or special effects
Alpha channel	×	●	●	Channel for specifying transparency

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Non-image related layers

Layer/Plane	S	T	P	Description
Shadow markup layer	●	●	●	**Layer for performing shadow markup**
Border line plane	●	●	●	Equivalent of the outline plane in shadow markup
Shadow markup plane	●	●	●	Equivalent of the painting plane in shadow markup
Direction layer	●	●	●	**Layer where it is possible to enter handwritten directions**
Raster plane	●	●	●	
Direction text layer	●	●	●	**Layer for entering direction-related texts**
Text plane	●	●	●	
Text layer	●	●	●	**Layer for entering texts**
Text plane	●	●	●	
Frame layer	●	●	●	**Layer for saving frames**
Anchor frame plane	●	●	●	Plane for configuring an anchor frame
Shooting frame plane	●	●	●	Plane for configuring a shooting frame
Vanishing point layer	●	●	●	**Layer for showing the vanishing point**
Vanishing point plane	●	●	●	
Selection layer	●	●	●	**Layer for saving a selection**
Selection plane	●	●	●	
Adjustment Layer	×	●	●	**Corrected image converted into layer**
Level adjust plane	×	●	●	Plane for configuring the level adjust
Tone curve plane	×	●	●	Plane for configuring the tone curve
Brightness/Contrast plane	×	●	●	Plane for configuring the brightness and/or contrast

Chapter 8

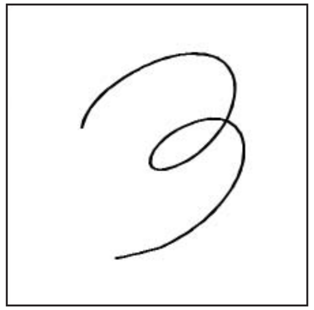
Drawing

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

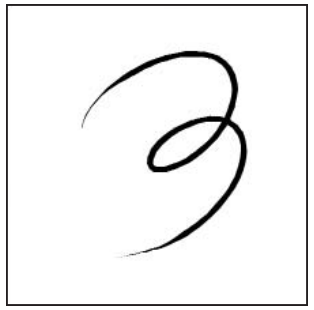
Drawing

Stroke-in / Stroke-out / Compensation

Some of the drawing tools on the [Tool Options Palette] can be configured to have [Stroke-in], [Stroke-out], and/or [Compensation] applied. The stroke-in, stroke-out, and compensation can be configured using either numeric entry or the slider.



[Stroke-in], [Stroke-out]: OFF



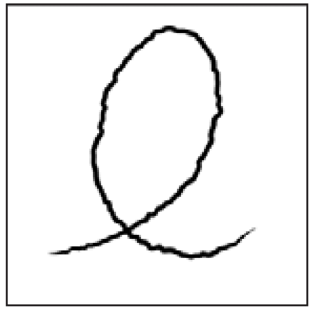
[Stroke-in], [Stroke-out]: ON

Stroke-in

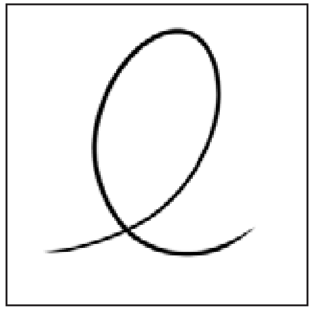
Allows you to apply a [Stroke-in], that is, a gradual thickening of the stroke at the beginning of a line. For example, if you specify 5.0 mm, the thickness of the line increases gradually for 5.0 mm from the starting point irrespective of the pen pressure.

Stroke-out

Allows you to apply a [Stroke-out], that is, a gradual thinning of the stroke at the end of a line. For example, if you specify 5.0 mm, the thickness of the line decreases gradually for 5.0 mm to end of the line irrespective of the pen pressure.



[Compensation]: OFF



[Compensation]: ON

Compensation

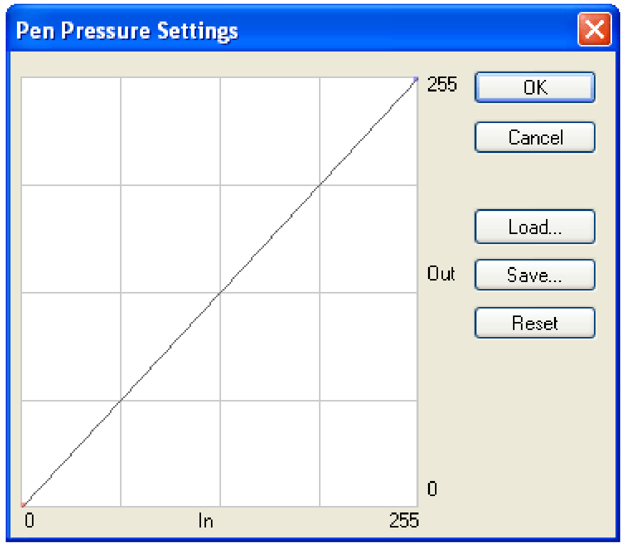
Allows you to smooth shaky lines drawn by hand on the graphics tablet. The larger the compensation the smoother the line; however, too much compensation may result in a line quite different from that drawn on the graphics tablet with its original expressiveness lost. If compensation is turned off, data from the graphics tablet are read and reflected on the drawing as they are, that is, including noise. So, too small values are not recommended either because they increase the data volume for "vector drawings".

Pen pressure

Select [Settings] → [Pen Pressure...] from the [Edit] menu to open the dialog box. The dialog box allows you to adjust the pen pressure sensitivity for some of the drawing tools to make drawing easier.

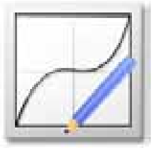
Pen Pressure Settings dialog box

Clicking on the graph allows you to specify up to 2 points. Adjust the pen pressure curve by dragging the points. The more the difference between the upper limit and lower limit, the softer the drawing tool pen pressure, and the smaller the difference, the harder the pen pressure.



Setting example

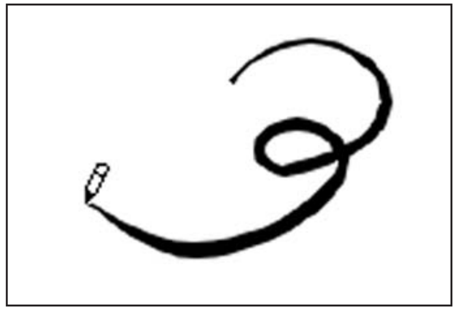
- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.
- **[Load...]**
  Opens the [Open] dialog box that allows you to select and load a saved **[Pen Pressure Settings file] (extension: pps)**.
- **[Save...]**
  Opens the [Save As] dialog box that allows you to save a pen pressure settings as a **[Pen Pressure Settings file] (extension: pps)**.
- **[Reset]**
  Resets the pen pressure settings to the default values.

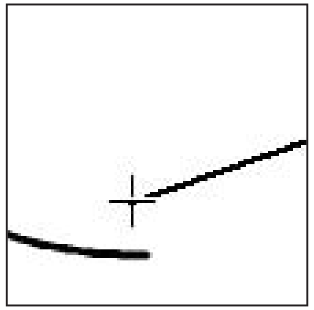


[Pen Pressure Settings file]

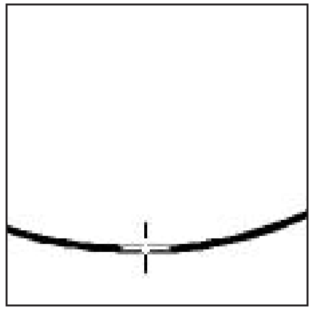
Pen tool X

The [Pen] tool allows you to draw lines in the [Cel] window.

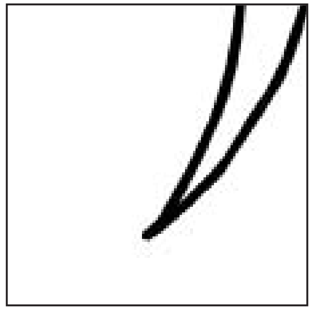




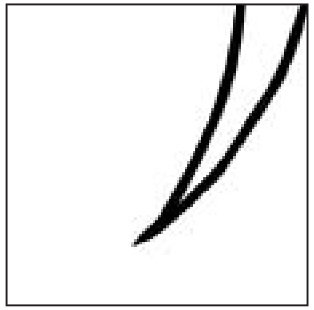
[Snap]: OFF



[Snap]: ON

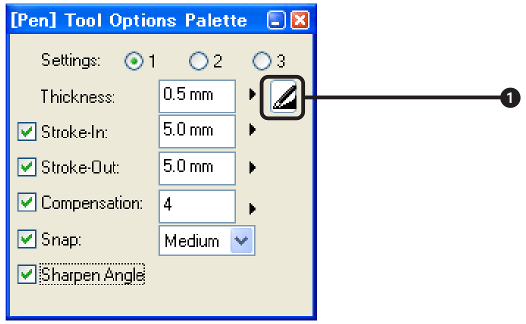


[Sharpen Angle]: OFF



[Sharpen Angle]: ON

Pen tool options palette



[Pen] Tool Options Palette

Settings: ● 1 ○ 2 ○ 3

Thickness: 0.5 mm

☑ Stroke-In: 5.0 mm

☑ Stroke-Out: 5.0 mm

☑ Compensation: 4

☑ Snap: Medium

☑ Sharpen Angle

- **[Settings]**
  Allows you to have 3 pen tool settings stored and select one using the radio buttons.
- **[Thickness]**
  Allows you to specify the line thickness.

❶ **[Reflect Pen Pressure on Thickness]**
Allows you to reflect the pen pressure applied for drawing a line in its thickness. Click to toggle the function on and off.

- **[Stroke-in]**
  Adds a [Stroke-in] to the beginning of a line.
- **[Stroke-out]**
  Adds a [Stroke-out] to the end of a line.
- **[Compensation]**
  Compensates the jiggles in the line. The larger the value, the stronger the compensation is.
- **[Snap] (Only vector drawing)**
  Allows you to join a line automatically to another by moving the mouse pointer close.
- **[Sharpen Angle]**
  Allows you to draw a sharp end.

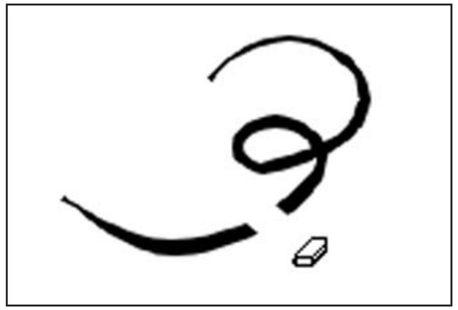
Tips

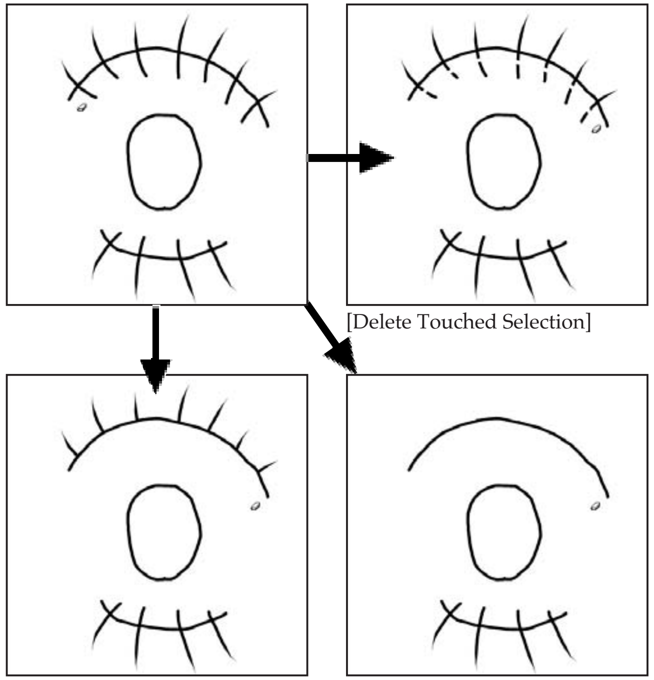
- To sharpen already drawn line ends in the [Cel] window, select [Repair Line] → [Sharpen Angle] from the [Edit] menu. (Only vector drawing)
- Pressing the [Alt/Opt] key before clicking changes the tool to [Join Line].
- Pressing the [Shift] key allows you to turn ON/OFF the [Snap].

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Eraser tool E

Selecting the [Eraser] tool and dragging it allows you to erase a line from the [Cel] window.



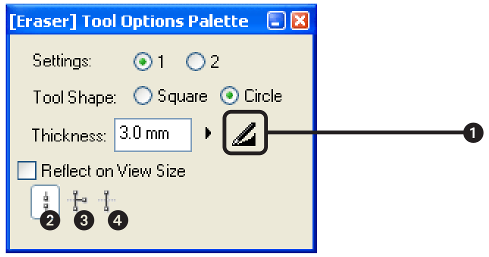


[Delete Touched Selection]

[Delete Until Intersection]

[Delete All]

Eraser tool options palette



[Eraser] Tool Options Palette

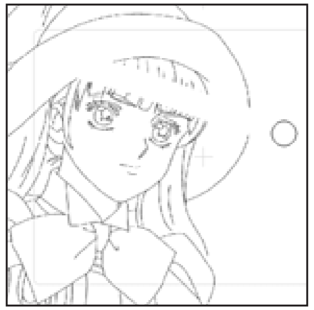
Settings: ● 1 ○ 2

Tool Shape: ○ Square ● Circle

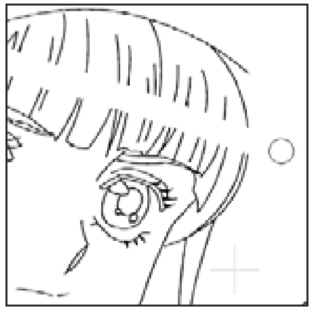
Thickness: 3.0 mm

☐ Reflect on View Size

- **[Settings]**
  Allows you to have 2 eraser tool settings stored and select one using the radio buttons.
- **[Tool Shape]**
  Allows you to change the eraser tool shape using the radio buttons.
- **[Thickness]**
  Allows you to specify the line thickness.
- **[Reflect on View Size]**
  If selected, the eraser size when the screen view is scaled becomes the size when the screen is shown at 100% view.



At full screen mode



At 100% view mode

❶ **[Reflect Pen Pressure on Thickness]**
Allows you to reflect the pen pressure applied for drawing a line in its thickness. Click to toggle the function on and off.

❷ **[Delete Touched Selection] (Only vector drawing)**
Deletes only the parts touched with the mouse pointer. This is the normally selected option.

❸ **[Delete Until Intersection] (Only vector drawing)**
Deletes the part of a line touched with the mouse pointer up to the intersection with another line.

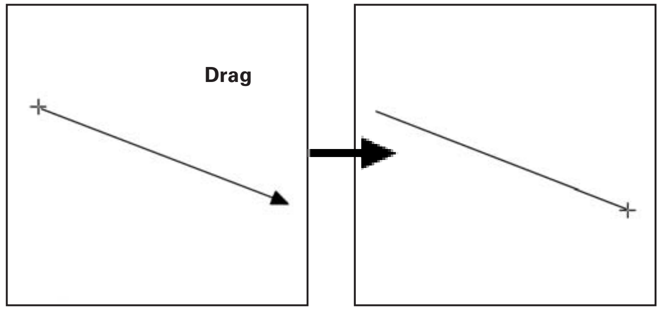
❹ **[Delete All] (Only vector drawing)**
Deletes a line touched with the mouse pointer completely.

Tips

- Pressing the [Alt/Opt] key before clicking changes the tool to [Join Line].

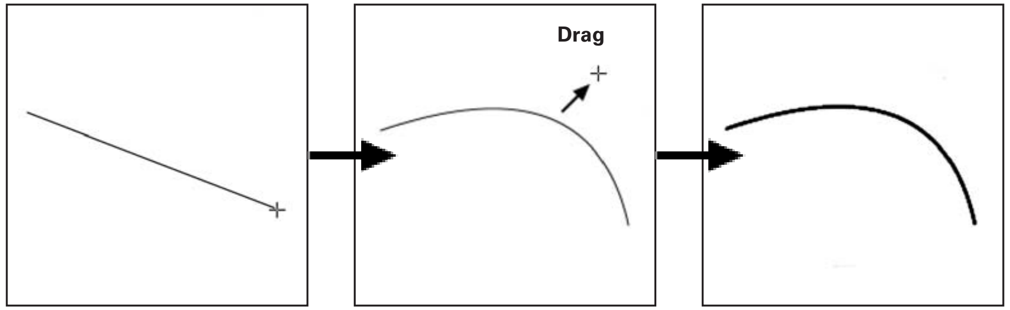
Line tool L

Allows you to draw a straight line from the starting point to the end point by dragging. Releasing the mouse confirms the line.



Curve tool C

Allows you to draw a curve by dragging from the starting point to the end point, and adjusting the straight line. Click to confirm the curve.



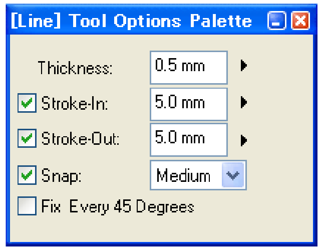
1 Drag from the starting point to the end point.

2 Release the mouse pointer. Adjust the curve using the mouse pointer or the graphics tablet pen.

3 Click to confirm the curve.

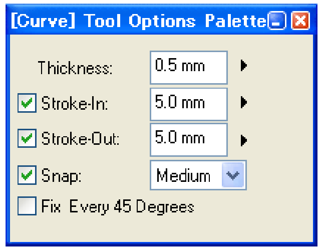
Line/Curve tool options palette

* Operations are common to both tools.



[Line] Tool Options Palette

Thickness: 0.5 mm
☑ Stroke-In: 5.0 mm
☑ Stroke-Out: 5.0 mm
☑ Snap: Medium
☐ Fix Every 45 Degrees



[Curve] Tool Options Palette

Thickness: 0.5 mm
☑ Stroke-In: 5.0 mm
☑ Stroke-Out: 5.0 mm
☑ Snap: Medium
☐ Fix Every 45 Degrees

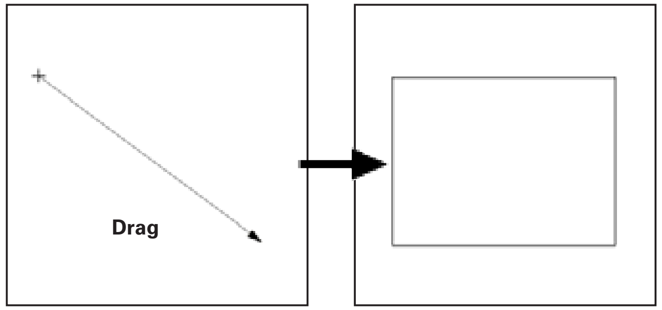
- **[Thickness]**
  Allows you to specify the line thickness.
- **[Stroke-in]**
  Adds a [Stroke-in] to the beginning of a line.
- **[Stroke-out]**
  Adds a [Stroke-out] to the end of a line.
- **[Snap] (Only vector drawing)**
  Allows you to join a line automatically to another by moving the mouse pointer close.
- **[Fix Every 45 Degrees]**
  Fixes the mouse pointer movement angle to 45 degrees.

Tips

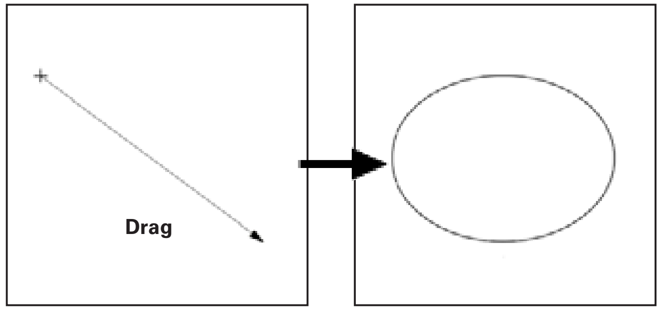
- Pressing the [Alt/Opt] key before clicking changes the tool to [Eyedropper].
- Pressing the [Shift] + [Alt/Opt] keys before clicking allows you to pick a color from the light table with the tool changed to [Eyedropper].
- Pressing the [Shift] key when dragging, fixes the angle to 45 degrees.

Shape tool □ N

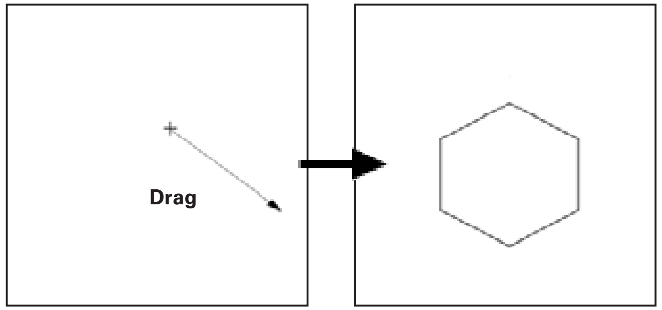
Allows you to draw a rectangle, an ellipse, or a polygon by dragging from the starting point to the end point. Releasing the mouse confirms the shape.



[Rectangle]

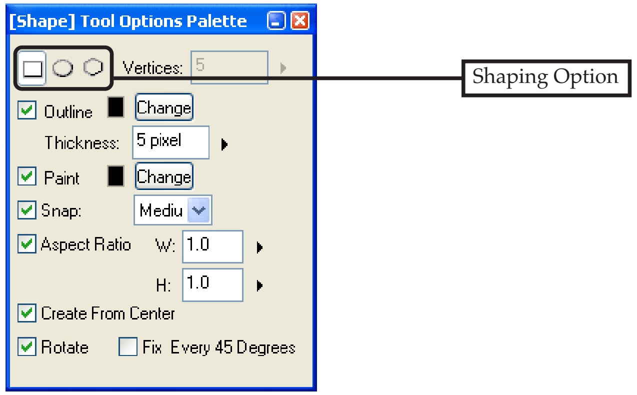


[Ellipse]



[Polygon]

Shape tool options palette



[Shape] Tool Options Palette

Vertices: 5

☑ Outline Change

Thickness: 5 pixel

☑ Paint Change

☑ Snap: Mediu

☑ Aspect Ratio W: 1.0

H: 1.0

☑ Create From Center

☑ Rotate ☐ Fix Every 45 Degrees

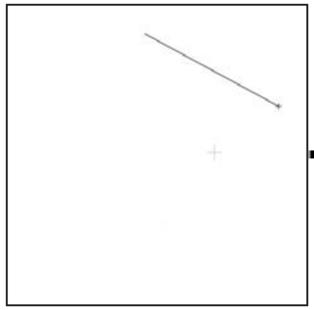
- •**Shaping Option**
  Allows you to select the shape to draw from [Rectangle], [Ellipse], and [Polygon]. To select, click the corresponding icon.
- **[Vertices]**
  Allows you to select the number of vertices for the polygon to draw (applicable when [Polygon] is selected as the shape).
- **[Outline]**
  Allows you to configure the outline of the shape to draw.
  - **[Change]**
    Allows you to change the color to that specified with the [Foreground Color] button in the [Tool Palette].
  - **[Thickness]**
    Allows you to specify the line thickness.
- **[Paint] (Only raster drawing)**
  Paints the shape when drawn.
  - **[Change]**
    Allows you to change the color to that specified with the [Foreground Color] button in the [Tool Palette].
- **[Snap] (Only vector drawing)**
  Allows you to join a line automatically to another by moving the mouse pointer close.
- **[Aspect Ratio]**
  Allows you to specify the height to width ratio of the shape to draw.
- **[Create From Center]**
  Draws the shape from the center.
- **[Rotate]**
  Allows you to rotate the shape immediately after drawn. Click after rotating to confirm.
  - **[Fix Every 45 Degrees]**
    Selectable only when [Rotate] is selected. Rotates the shape in units of 45 degrees.

Tips

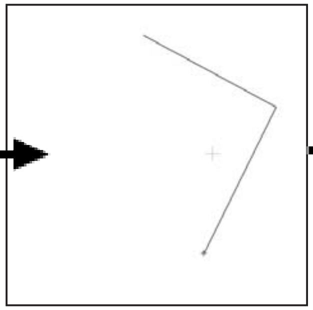
- Pressing the [Alt/Opt] key before clicking changes the tool to [Eyedropper].
- Pressing the [Shift] + [Alt/Opt] keys before clicking allows you to pick a color from the light table with the tool changed to [Eyedropper].
- Pressing the [Shift] key when dragging, fixes the angle to 45 degrees. Pressing the [Shift] key when dragging the shape fixes the aspect ratio.

Polyline tool N

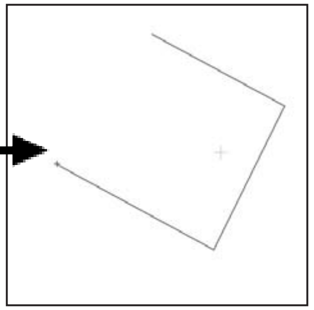
Allows you to draw a polyline by clicking repeatedly while dragging from the starting point to the end point. Double clicking confirms the position of the last vertex and completes the drawing.



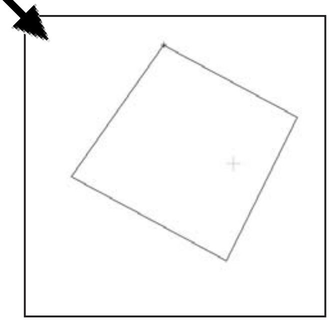
1 Click on the starting point. Clicking at the next point draws a line.



2 Clicking again at a third point makes the line a polyline.

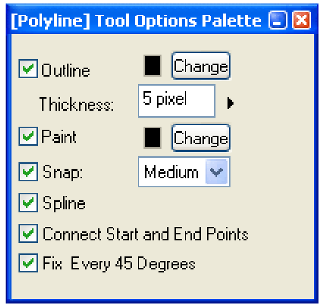


3a Double clicking fixes the shape and completes the drawing.



3b If [Connect Start and End Points] is selected, the polyline becomes a closed shape, with the end point connected to the starting poit.

Polyline tool options palette



[Polyline] Tool Options Palette

☑ Outline ■ Change

Thickness: 5 pixel

☑ Paint ■ Change

☑ Snap: Medium

☑ Spline

☑ Connect Start and End Points

☑ Fix Every 45 Degrees

- **[Outline]**
  Allows you to configure the outline of the polyline to draw.
  - **[Change]**
    Allows you to change the color to that specified with the [Foreground Color] button in the [Tool Palette].
  - **[Thickness]**
    Allows you to specify the line thickness.
- **[Paint] (Only raster drawing)**
  Paints the closed area formed by the polyline.
  - **[Change]**
    Allows you to change the color to that specified with the [Foreground Color] button in the [Tool Palette].
- **[Snap] (Only vector drawing)**
  Allows you to join a line automatically to another by moving the mouse pointer close.
- **[Spline]**
  Allows you to connect a point selected by clicking with the next using a Bezier curve.
- **[Connect Start and End Points]**
  Allows you to connect the end point with the starting point by double clicking on the last point.
- **[Fix Every 45 Degrees]**
  Fixes the mouse pointer movement angle to 45 degrees.

Tips

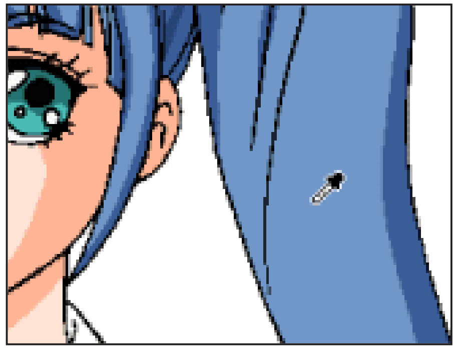
Pressing the [Shift] key when drawing the polyline, fixes the angles to 45 degrees.

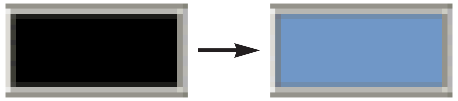
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Eyedropper tool (shadow markup) S

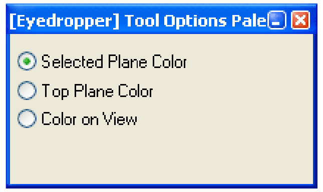
This is a tool for specifying the foreground color as the color of the clicked area.
This tool can be used only on the [Shadow Markup Layer] created with [Shadow Markup] under the [Cel] menu.





The color shown in the [Foreground Color] button at the lower part of the tool palette is replaced with the picked color which becomes the foreground color.

Eyedropper tool options palette



[Eyedropper] Tool Options Pale

● Selected Plane Color
○ Top Plane Color
○ Color on View

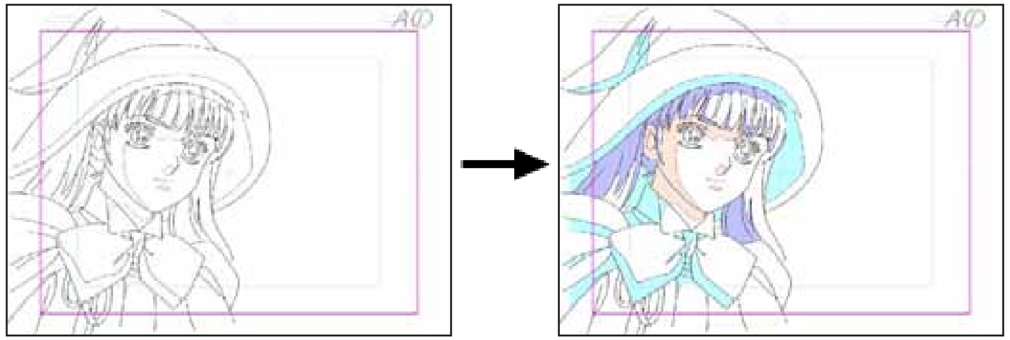
- **[Selected Plane Color]**
  Picks the color from the plane being edited.
- **[Top Plane Color]**
  Picks the color from the plane listed first in the layer palette.
- **[Color on View]**
  Picks the color shown on the screen, irrespective of the layer.

Tips

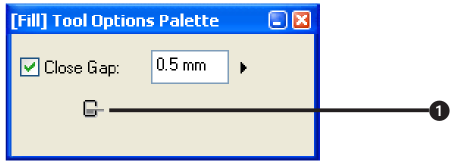
- Pressing the [Alt/Opt] key when any drawing tool except [Pen] or [Eraser] is selected, changes the tool to [Eyedropper].
- Right clicking when another tool is selected, changes the tool to [Eyedropper] for a moment for picking a color.

Fill tool (shadow markup) F

Clicking a closed area with the [Fill] tool selected allows you to paint the area with an arbitrary foreground color.
This tool can be used only on the [Shadow Markup Layer] created with [Shadow Markup] under the [Cel] menu.



Fill tool options palette



[Fill] Tool Options Palette

☑ Close Gap: 0.5 mm

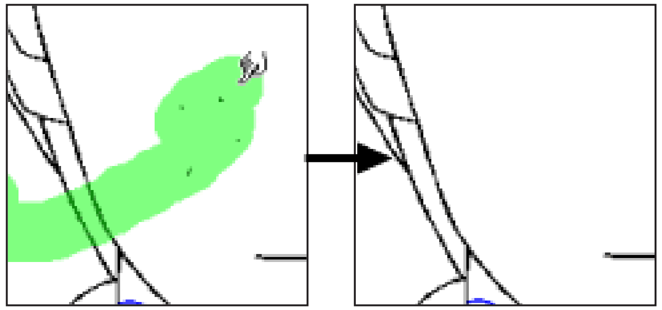
- **[Close Gap]**
  Closes the gap and continues painting if a gap smaller than a specified size is found in a supposedly closed area.

❶ **[Stop at Paint Overflow]**
  Stops painting if paint overflow is detected when painting a supposedly closed area.

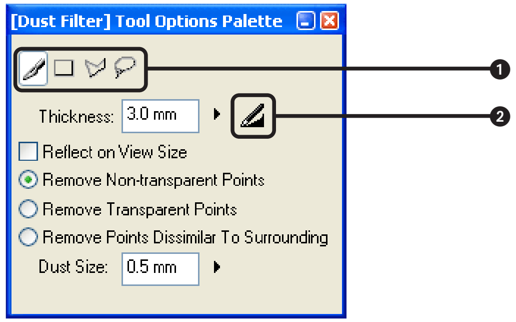
Dust Filter tool

N

This tool allows you to remove all dusts smaller than a size specified in the tool options palette from an image area whose shape is also specified there in one operation.



Dust Filter tool options palette



Thickness: 3.0 mm

☐ Reflect on View Size

● Remove Non-transparent Points

○ Remove Transparent Points

○ Remove Points Dissimilar To Surrounding

Dust Size: 0.5 mm

❶ **Selection Option**

Allows you to select the tool for selecting an area from [Pen], [Rectangle], [Polyline], and [Lasso]. To select, click the corresponding icon.

- **[Thickness]**

  Allows you to specify the thickness for the pen-shaped mouse pointer using numeric entry or slider.

❷ **[Reflect Pen Pressure on Thickness]**

Reflects the pen pressure applied to the graphics toblet when drawing with the pen on the graphics tablet on the line thickness.

- **[Reflect on View Size]**

  If selected, the eraser size when the screen view is scaled becomes the size when the screen is shown at 100% view.
- **[Remove Non-transparent Points]**

  Fills all points in a color different to that of the background (pure white with RGB at 255, 255,255) with the background color.
- **[Remove Transparent Points]**

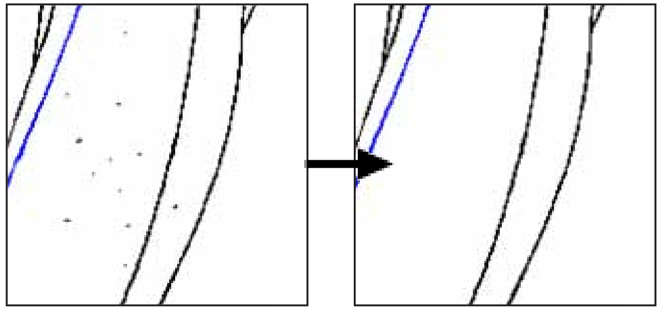
  Fills all dusts in background color (pure white with RGB at 255,255,255) with the surrounding color.
- **[Remove Points Dissimilar To Surrounding]**

  Fills dusts in a color different to that of the surrounding with the surrounding color.
- **[Dust Size]**

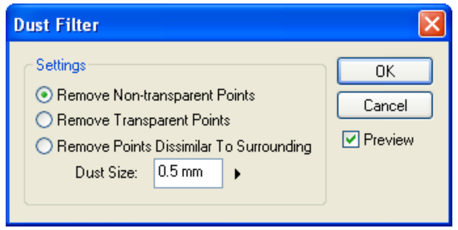
  Allows you to specify the maximum size of the dusts to remove.

Dust Filter (Filter) [Filter] → [Dust Filter...]

Allows you to remove all dusts smaller than a size specified in the dialog box.



Dust Filter dialog box



Settings

● Remove Non-transparent Points

○ Remove Transparent Points

○ Remove Points Dissimilar To Surrounding

Dust Size: 0.5 mm

☑ Preview

[Settings]

- **[Remove Non-transparent Points]**

  Fills all points in a color different to that of the background (pure white with RGB at 255, 255,255) with the background color.
- **[Remove Transparent Points]**

  Fills all dusts in background color (pure white with RGB at 255,255,255) with the surrounding color.
- **[Remove Points Dissimilar To Surrounding]**

  Fills dusts in a color different to that of the surrounding with the surrounding color.
- **[Dust Size]**

  Allows you to specify the maximum size of the dusts to remove.
- **[Preview]**

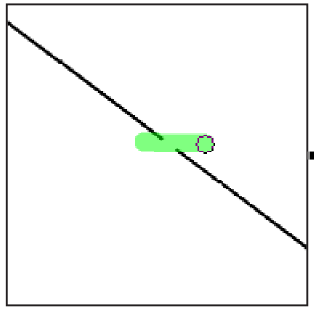
  Allows you to preview the results.

Tips

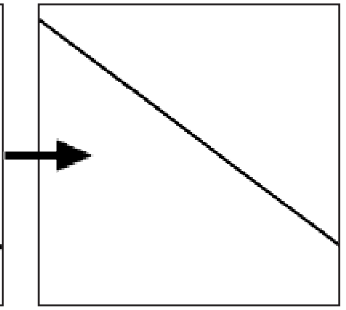
- Advantages of the [Dust Filter] command under the [Filter] menu (when compared to the [Dust Filter] tool that can remove dust quickly from a specific area) are that you can remove dusts from the entire image at once and that you can check the result with [Preview].
- If the size specified in [Dust Size] is too large, you may risk the removal of necessary lines.
- [Dust Filter] functions cannot be used in the [Vector Paint Layer].

Join Line tool J

Allows you to draw perfectly closed areas by filling gaps between lines for painting.



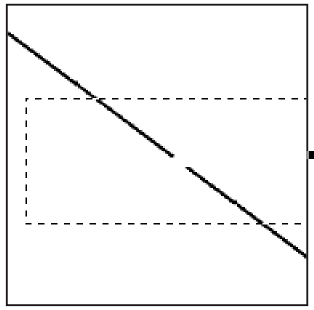
1 Connect the points you want to join using the mouse pointer.



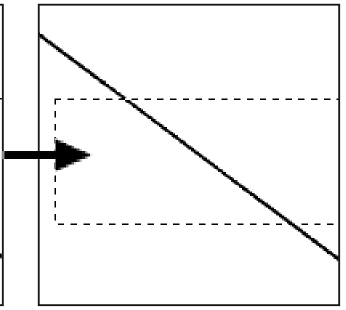
2 Release the mouse. The lines become "join the lines".

Join Line [Edit] → [Repair Line] → [Join Line]

Allows you to "join the lines" within a selection.

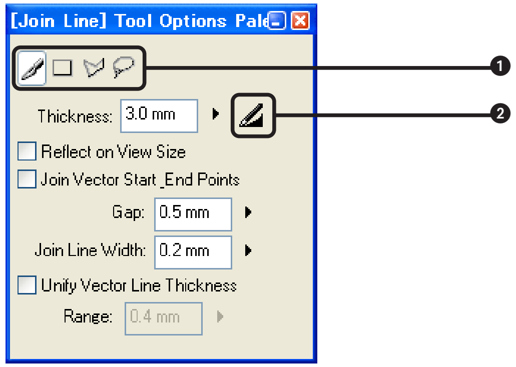


1 Select the area where the lines you want to join are drawn using the [Selection] tool.



2 Select [Repair Line] → [Join Line] from the [Edit] menu to "join the lines".

Join Line tool options palette



[Join Line] Tool Options Pale

Thickness: 3.0 mm

☐ Reflect on View Size

☐ Join Vector Start_End Points

Gap: 0.5 mm

Join Line Width: 0.2 mm

☐ Unify Vector Line Thickness

Range: 0.4 mm

❶ **Selection Option**

Allows you to select the method for specifying the target area (selection) from [Pen], [Rectangle], [Polyline], and [Lasso]. For [Pen], the selection is the area filled using the tool while for [Rectangle], [Polyline], and [Lasso] is the area enclosed by the shape drawn with the tool.

- **[Thickness]**

  Allows you to specify the thickness of the line for the [Pen] tool.

❷ **[Reflect Pen Pressure on Thickness]**

Allows you to reflect the pen pressure applied for drawing a line in the thickness of the line for the [Pen] tool. Click to toggle the function on and off.

- **[Reflect on View Size]**

  If selected when [Pen] is selected as the Selection Option, the pen size when the screen view is scaled becomes the size when the screen is shown at 100% view.
- **[Join Vector Endpoints] (Only for vector drawing with STYLOS)**

  If there are two or more endpoints, moves the endpoints to an intermediate position. If there is only one endpoint, extends the line up to another in the vicinity.
- **[Gap]**

  Join Line is executed on gaps smaller than the size specified here.
- **[Join Line Width]**

  Allows you to specify the width of the line for connecting raster lines.
- **[Unify Vector Line Thickness] (Only for vector drawing with STYLOS)**

  If selected when joining vector lines, the thickness of whole line is unified.
- **[Range] (Only for vector drawing with STYLOS)**

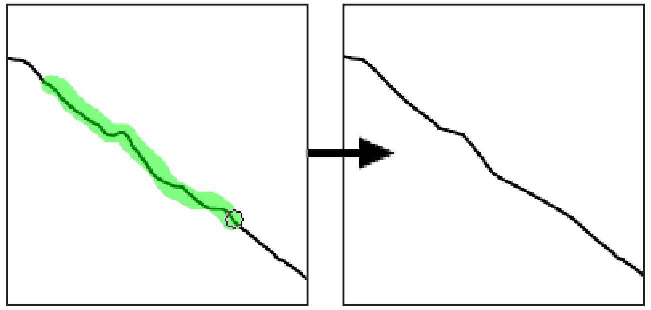
  Joins the lines extending the thicker one and at the specified distance from each endpoint (distance specified with [Range]).

Tips

- Pressing the [Alt/Opt] key before clicking changes the tool to [Eyedropper].
- Pressing the [Shift] + [Alt/Opt] keys before clicking allows you to pick a color from the light table with the tool changed to [Eyedropper].
- Pressing the [Space] key before clicking changes the tool to [Pencil].
- Pressing the [Shift] + [Space] keys before clicking changes the tool to [Pencil] with the auto-erase function turned off.

Line Smooth tool [J] (Vector)

Allows you to smooth jiggles in a vector line.

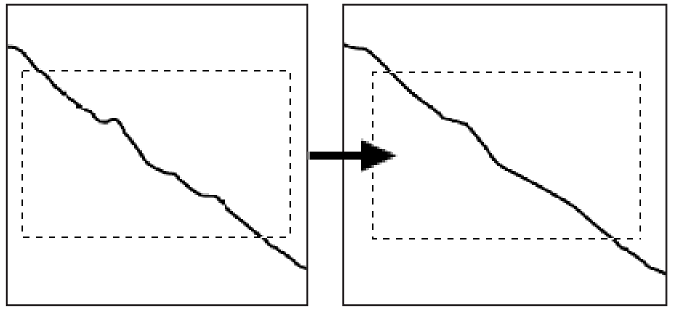


1 Select the part of the line to smooth using the mouse pointer.

2 Release the mouse. The line is "smooth the line".

Smooth Line (Vector) [Edit] → [Repair Line] → [Smooth Line]

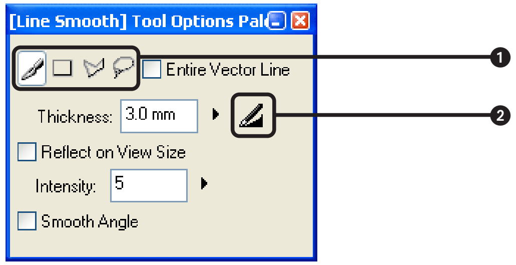
Allows you to [Smooth Line] within a selection.



1 Select the area where you want to smooth the line using the [Selection] tool.

2 Select [Repair Line] → [Smooth Line] from the [Edit] menu to "smooth the line".

Line Smooth tool options palette



[Line Smooth] Tool Options Pal

☐ Entire Vector Line

Thickness: 3.0 mm

☐ Reflect on View Size

Intensity: 5

☐ Smooth Angle

❶ **Selection Option**

Allows you to select the method for specifying the target area (selection) from [Pen], [Rectangle], [Polyline], and [Lasso]. For [Pen], the selection is the area filled using the tool while for [Rectangle], [Polyline], and [Lasso] is the area enclosed by the shape drawn with the tool.

- **[Entire Vector Line]**
  Applies [Smooth Line] to the whole extension of the line touched using the Selection Option.
- **[Thickness]**
  Allows you to specify the thickness of the line for the [Pen] tool.

❷ **[Reflect Pen Pressure on Thickness]**

Allows you to reflect the pen pressure applied for drawing a line in the thickness of the line for the [Pen] tool. Click to toggle the function on and off.

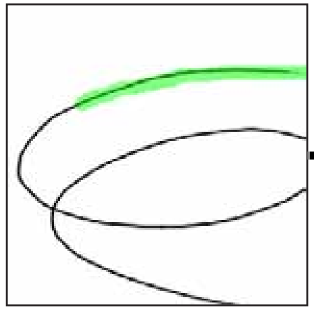
- **[Reflect on View Size]**
  If selected when [Pen] is selected as the Selection Option, the pen size when the screen view is scaled becomes the size when the screen is shown at 100% view.
- **[Intensity]**
  Allows you to specify the strength of the compensation to be applied for "smooth the line". The larger the intensity, the stronger the compensation is.
- **[Smooth Angle]**
  Rounds the angles present in the touched line.

Tips

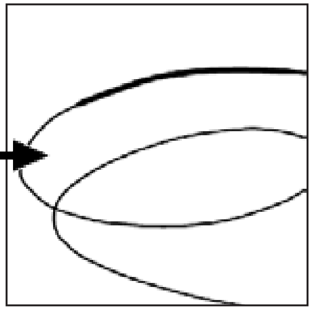
To round already drawn angles in the [Cel] window, select [Repair Line] → [Round Angle] from the [Edit] menu.

Width Change tool J

Allows you to thicken or thin the width of a line.



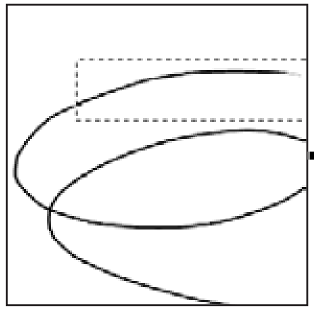
1 Select the part of the line you want to change the width with the mouse pointer.



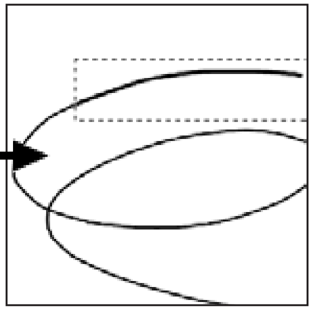
2 Release the mouse. The line width is changed.
Example: [Thickening]

Change Width [Edit] → [Repair Line] → [Change Width]

Allows you to [Change Width] within a selection.

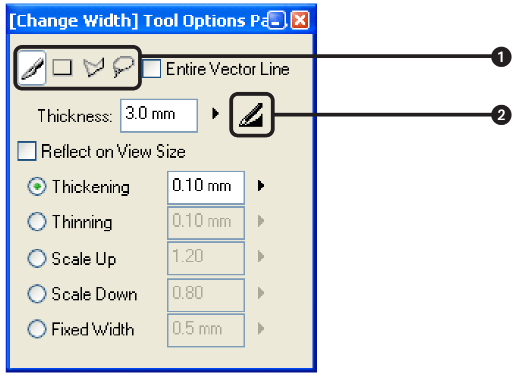


1 Select the area where you want to change the line width using the [Selection] tool.



2 Select [Repair Line] → [Change Width] from the [Edit] menu to "change the width" of the line.
Example: [Fixed Width]

Change Width tool options palette



[Change Width] Tool Options Pa

☐ Entire Vector Line

Thickness: 3.0 mm

☐ Reflect on View Size

● Thickening 0.10 mm
○ Thinning 0.10 mm
○ Scale Up 1.20
○ Scale Down 0.80
○ Fixed Width 0.5 mm

❶ **Selection Option**

Allows you to select the method for specifying the target area (selection) from [Pen], [Rectangle], [Polyline], and [Lasso]. For [Pen], the selection is the area filled using the tool while for [Rectangle], [Polyline], and [Lasso] is the area enclosed by the shape drawn with the tool.

- **[Entire Vector Line] (Only vector drawing)**
  Applies [Chanqe Width] to the whole extension of the line touched using the Selection Option.
- **[Thickness]**
  Allows you to specify the thickness of the line for the [Pen] tool.

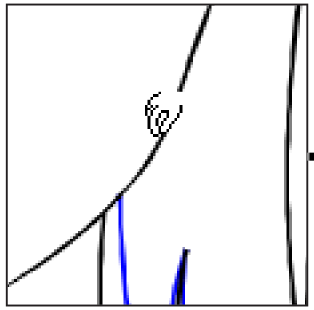
❷ **[Reflect Pen Pressure on Thickness]**

Allows you to reflect the pen pressure applied for drawing a line in the thickness of the line for the [Pen] tool. Click to toggle the function on and off.

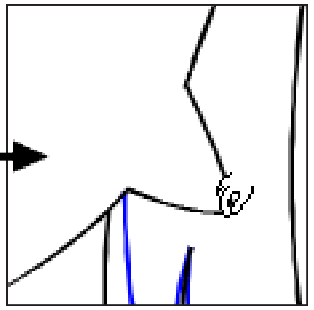
- **[Reflect on View Size]**
  If selected when [Pen] is selected as the Selection Option, the pen size when the screen view is zoomed in becomes the size when the screen is shown at 100% view.
- **[Thickening]**
  Thickens the line by the unit specified here.
- **[Thinning]**
  Thins the line by the unit specified here.
- **[Scale Up] (Only vector drawing)**
  Thickens the line by the percentage specified here.
- **[Scale Down] (Only vector drawing)**
  Thins the line by the percentage specified here.
- **[Fixed Width] (Only vector drawing)**
  Unifies the line width to the value specified here.

Reshape tool J (Vector)

Allows you to change the curve and / or position by picking a point on the vector line.

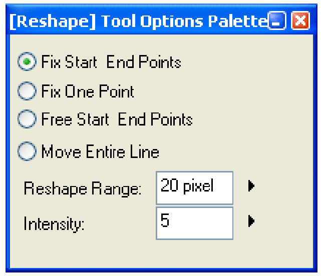


1 Pick the point on the line you want to reshape.



2 The shape of the line changes when dragged.

Reshape tool options palette



[Reshape] Tool Options Palette

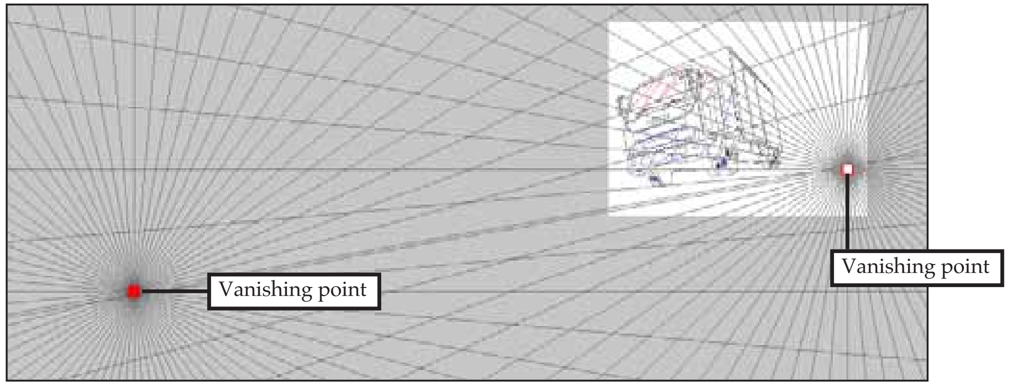
● Fix Start End Points
○ Fix One Point
○ Free Start End Points
○ Move Entire Line

Reshape Range: 20 pixel
Intensity: 5

- **[Fix Start End Points]**
  Allows you to reshape with both ends of the line fixed.
- **[Fix One Point]**
  Allows you to reshape with the end opposite to the one picked with the mouse pointer fixed.
- **[Free Start End Points]**
  Allows you to reshape with both ends of the line free.
- **[Move Entire Line]**
  Allows you to move the line without reshaping.
- **[Reshape Range]**
  Allows you to specify the range of the line to reshape when picked with the mouse pointer.
- **[Intensity]**
  Allows you to specify the strength with which the line will be picked using the mouse pointer. The larger the intensity, the stronger the strength is.

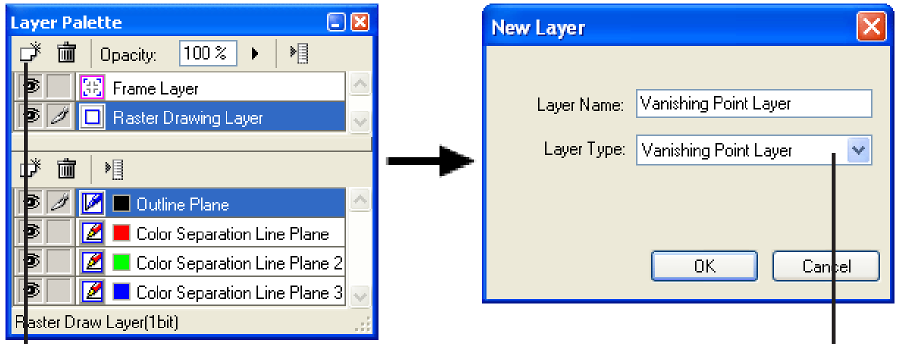
Vanishing point layer

Allows you specify a [Vanishing Point] and have auxiliary lines shown on the screen for helping you to draw with perspective.



1. Create a vanishing point layer.

Open the [Layer Palette] by selecting [Layer Palette] from the [Window] menu or using the [F5] key.



Layer Palette

Opacity: 100 %

Frame Layer
Raster Drawing Layer

Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3

Raster Draw Layer(1bit)

New Layer

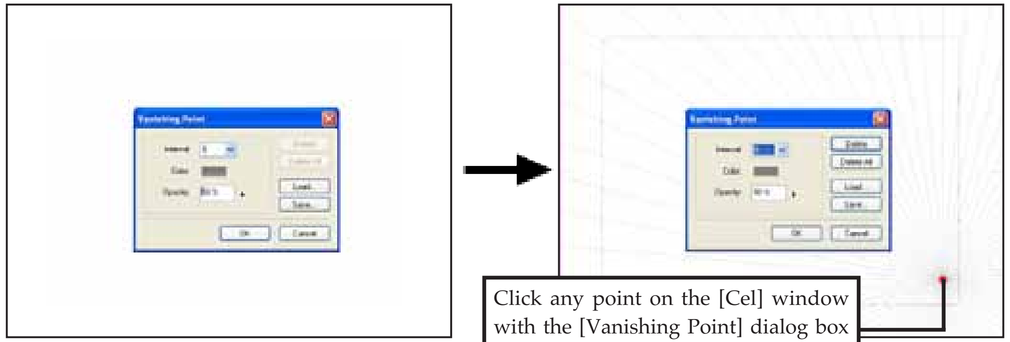
Layer Name: Vanishing Point Layer
Layer Type: Vanishing Point Layer

❶ Click the [New Layer] button and open the [New Layer] dialog box.

❷ Select [Vanishing Point Layer] and click [OK]. The [Vanishing Point] dialog box appears.

2. Create a vanishing point.

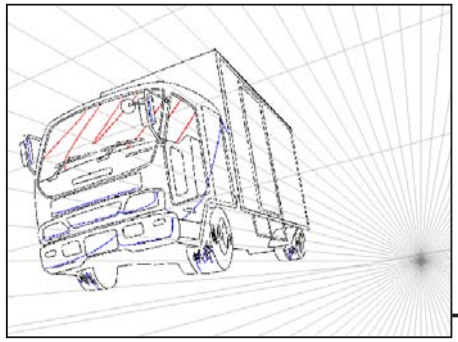
In the [Vanishing Point] dialog box, specify the [Interval], [Color], and [Opacity] for the auxiliary lines to show.



Click any point on the [Cel] window with the [Vanishing Point] dialog box open and create the [Vanishing Point].

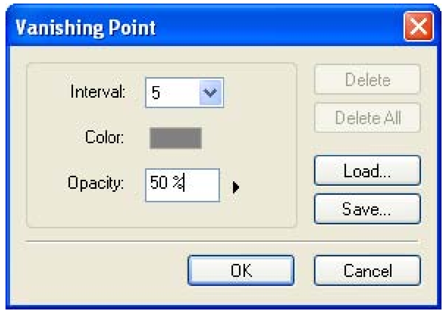
3. Confirm the vanishing point.

Click [OK] in the [Vanishing Point] dialog box to confirm the [Vanishing Point]. You can now draw in the [Cel] window by referencing the auxiliary lines.



Example of drawing using [Vanishing Point].

Vanishing Point dialog box

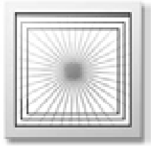


Interval: 5

Color:

Opacity: 50 %

- **[Interval]**
  Select an angle for the auxiliary lines from 1, 5, 10, 15, and 30 degrees.
- **[Color]**
  Shows the auxiliary line color. Click the [Color] button to open the [Color Settings] panel (Windows) or the [Color] dialog box (Mac OS). Selecting a color there changes the line color.
- **[Opacity]**
  Select a darkness for the auxiliary lines.
- **[Delete]**
  Deletes the selected [Vanishing Point].
- **[Delete All]**
  Deletes all [Vanishing Points] in the [Cel] window.
- **[Load...]**
  Loads a saved **[Vanishing Point Settings file] (extension: vpf)**.
- **[Save...]**
  Saves the information of the created [Vanishing Point] as a **[Vanishing Point Settings file] (extension: vpf)**.
- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.



[Vanishing Point Settings file]

Tips

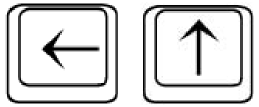
- Operations involving vanishing points are possible only when the dialog box is visible. To move a [Vanishing Point], put the mouse pointer in the center of the [Vanishing Point] and drag.
- The [Vanishing Point] may be located out-of-the cel. You may have multiple [Vanishing Points].
- To perform operations involving [Vanishing Point] again, re-open the [Vanishing Point] dialog box by double clicking [Vanishing Point Plane] in the [Layer Palette].

Checking

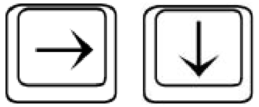
Simple motion check on current cel

This function allows you perform a motion check on sequentially numbered images of the current cel. It allows you to specify the view size and the range of images to check, as well as perform the motion check by the frame using key operation.

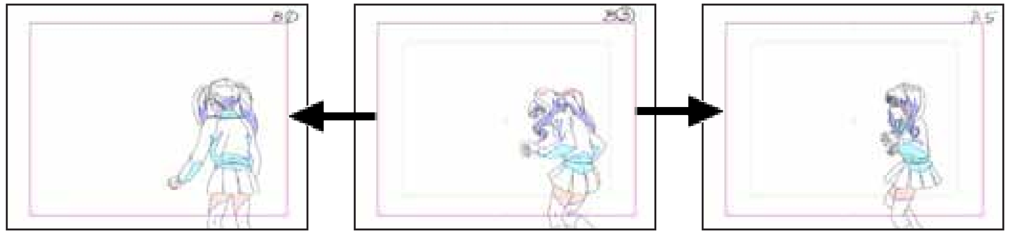
However, this function does not allow you to check the cel stacking or perform a motion check according to the timings specified in the X-sheet.



Show previous frame



Show next frame



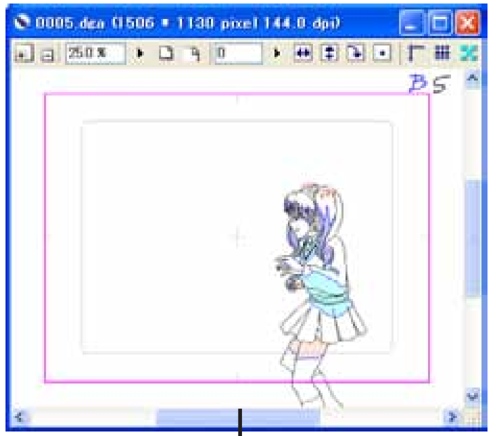
Previous frame

Current frame

Next frame

1. Select the command.

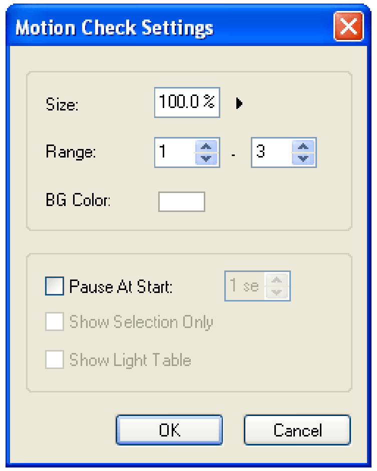
Select [Motion Check...] from the [View] menu with the [Cel] window opened.



Open [Cel] window

2. Configure the Motion Check settings.

Configure the necessary items in the [Motion Check Settings] dialog box that appears.



Size: 100.0 %

Range: 1 - 3

BG Color:

☐ Pause At Start: 1 se

☐ Show Selection Only

☐ Show Light Table

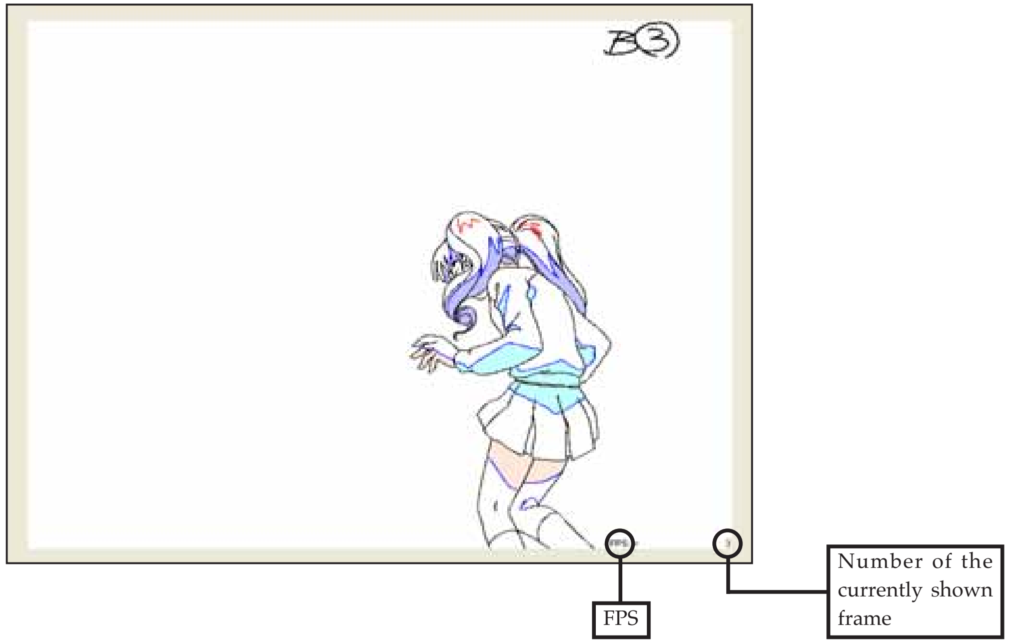
- **[Size]**
  Allows you to specify the view size for the images in percent.
- **[Range]**
  Allows you to specify the range of sequentially numbered cels to view using the numbers shown in the [File Previewer].
- **[BG Color]**
  Clicking this item allows you to specify the BG for the images being played.

- **[Pause At Start]**
  Selecting this check box inserts a pause at the start of the motion check for a specified number of seconds. The pause can be specified in the 1 - 10 range. This pause is used to separate one slide show from another when played countinuously.
- **[Show Selection Only]**
  Allows you to view only a selected part of the images if selection is made in the [Cel] window in advance using a selection tool.
- **[Show Light Table]**
  Allows you to also view the images loaded to the light table in the motion check.
- **[OK]**
  Confirms the settings and executes the motion check.
- **[Cancel]**
  Cancels the settings and closes the dialog.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

3. Check motion.

The images configured using [Motion Check Settings] dialog box are shown as a slide show.


B3
FPS
Number of the currently shown frame

4. Performing a motion check by the frame using key operation.

The following keyboard operations are available during a Motion Check for performing a check by the frame.

- **[Space]**
  Pause; Play
- **[Esc]**
  Stop
- **[Left] [Up]**
  Show previous frame
- **[Right] [Down]**
  Show next frame

Tips

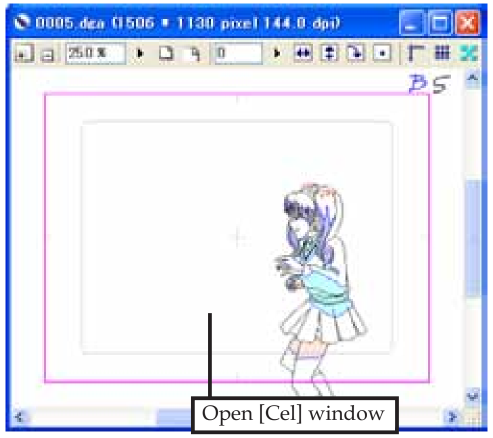
The [Motion Check] from the X-sheet allows you to check the cel stacking as well as the timings specified in the X-sheet. For details, see the relevant part in "Chapter 4 Basics of RETAS!PRO".

Slide show

This function allows you perform a simple check on sequentially numbered images of the current cel. No settings are available for this function.

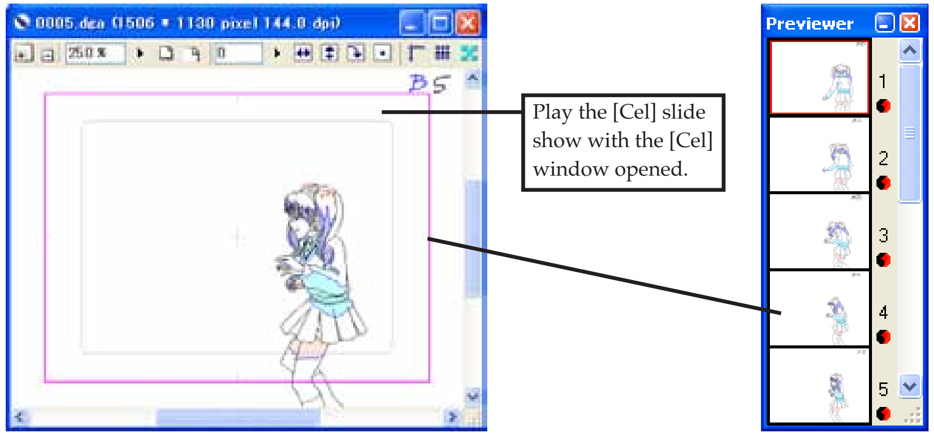
1. Select the command.

Select [Slide Show] from the [View] menu with the [Cel] window opened.


0005.dea (1506 × 1130 pixel 144.0 dpi)
250 %
B5
Open [Cel] window

2. Play the slide show.

The sequentially numbered images are shown as a slide show. To confirm the currently shown image, check the [File Previewer]. It is indicated with a red frame.


0005.dea (1506 × 1130 pixel 144.0 dpi)
250 %
B5
Play the [Cel] slide show with the [Cel] window opened.
Previewer
1
2
3
4
5

3. Finish the slide show.

Press [Esc] key.

Chapter 9

Light Table

Basics of light table

What is a light table?

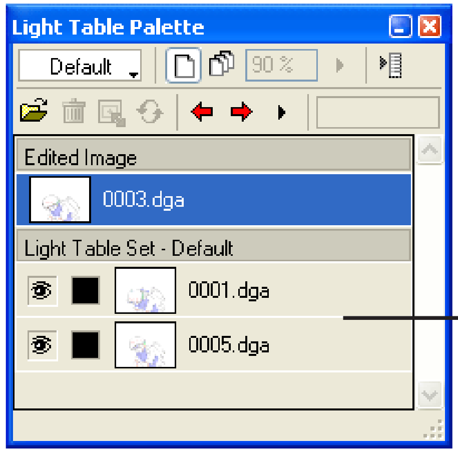
The RETAS!PRO light table allows you to load multiple images. Loaded images can be manipulated individually. That is, each image may have its opacity and/or color adjusted, its offset changed, or its view scaled or rotated separately.

The type and settings of the images loaded to the light table (light table image) can be saved in it in the form of "sets" and retrieved as needed.

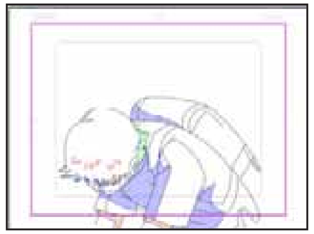
Light table palette

A [Light Table Palette] is a palette used for showing the other light table images semi-transparently through the image being edited (edited image).

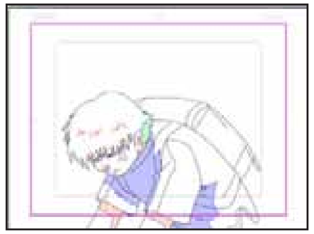
It is mainly used for showing images of layouts, keys, corrections, etc. as reference for drawing, or for showing the inbetweens and/or BG for marking borderlines for painting.


Light Table Palette
Default
90 %
Edited Image
0003.dga
Light Table Set - Default
0001.dga
0005.dga

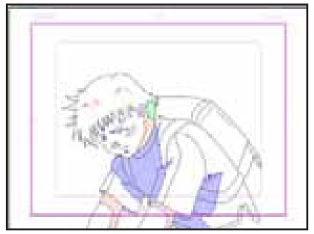
Example: [0001] and [0005] are light table images.



Inbetween no. 1: [0001]



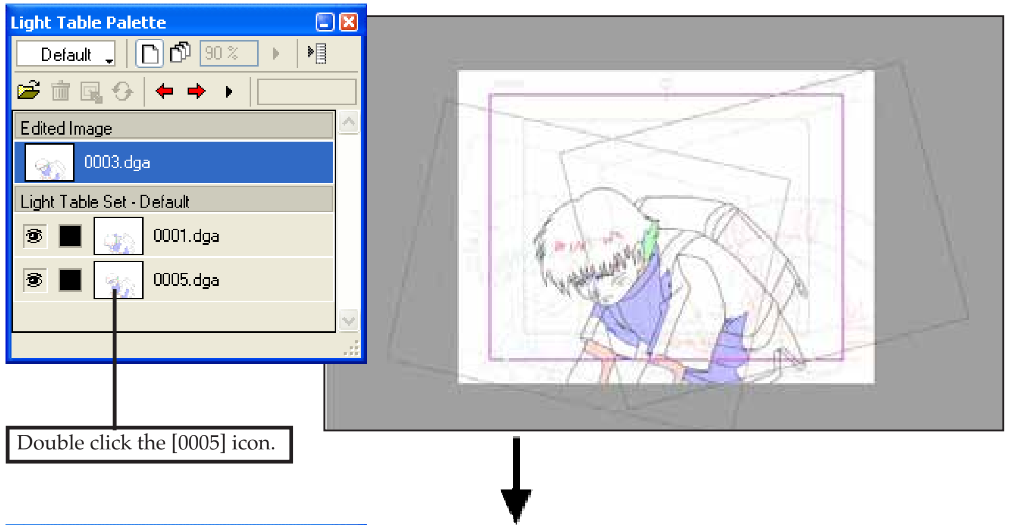
Inbetween no. 3: [0003]



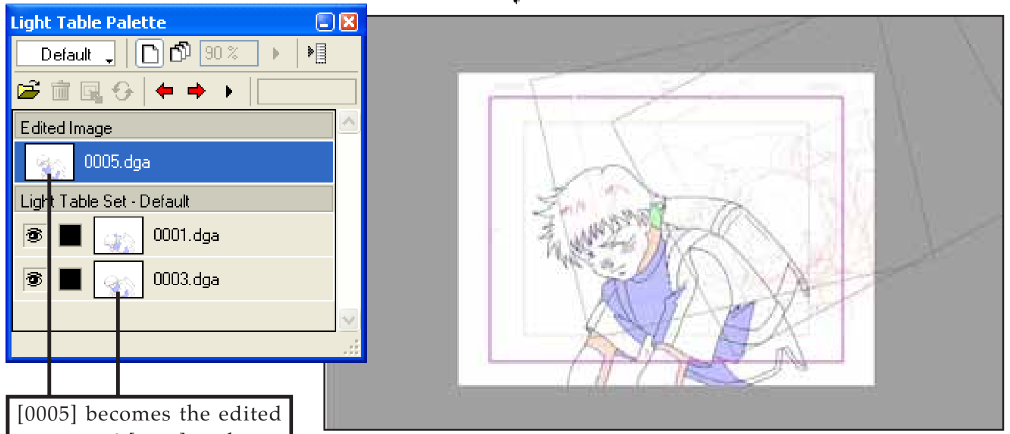
Inbetween no. 5: [0005]

Features

- You can instantly swap the image you are drawing with any shown on the light table. When swapped, the image on the light table becomes the edited image while the image you were editing goes to the light table.
- You may work as if having multiple light tables (light table [Set] function).
  The light table saves the location of loaded images, its offset, its transparency, and other information in what is called a [Set].
  By defining multiple [Sets] to work with, you get the feeling of working with multiple light tables.


Light Table Palette
Default
90 %
Edited Image
0003.dga
Light Table Set - Default
0001.dga
0005.dga

Double click the [0005] icon.


Light Table Palette
Default
90 %
Edited Image
0005.dga
Light Table Set - Default
0001.dga
0003.dga

[0005] becomes the edited image and [0003] is shown on the light table instead.

(STYLOS HD screen image.
Screen cannot be rotated in PaintMan HD.)

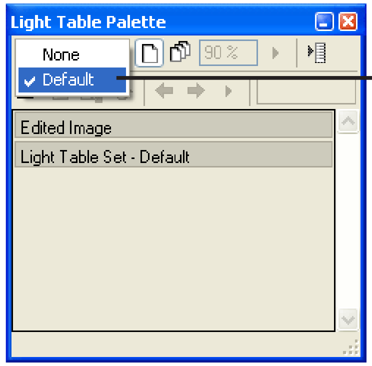
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Loading an image

The procedure for loading an image to the light table is as follows.

1. Switch the light table set.

Click [Switch Light Table Set] on the [Light Table Palette] and switch the light table set from [None] to any other. ([Default], for example)

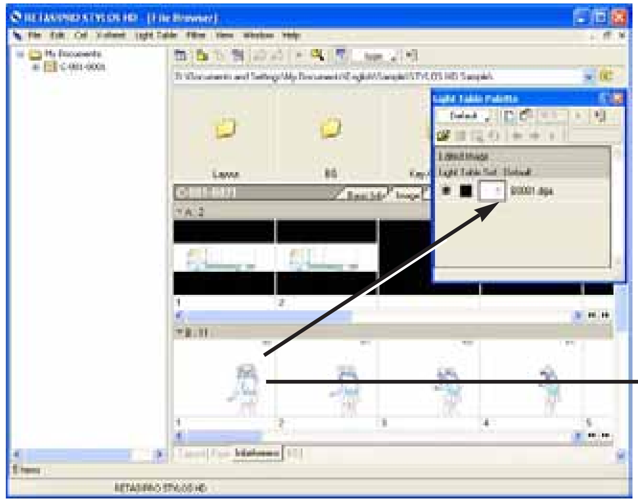

Light Table Palette
None
✓ Default
90 %
Edited Image
Light Table Set - Default

Select [Default] from the [Switch Light Table Set] pull-down menu.

(STYLOS HD screen image)

2. Load the image.

Select the image you want to load to the [Light Table Palette] from the [File Browser] then drag and drop. You may also load multiple images in one operation.



Select an image and drag and drop to the [Light Table Palette].

Deleting an image

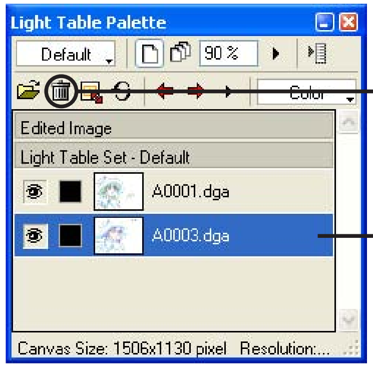
The procedure for deleting an image from the light table is as follows.

1. Switch the light table set.

Click [Switch Light Table Set] on the [Light Table Palette] and switch the light table set from [None] to any other. ([Default], for example)

2. Delete the image.

Select the image you want to delete from the [Light Table Palette] and click [Delete].


Light Table Palette
Default
90 %
Color
Edited Image
Light Table Set - Default
A0001.dga
A0003.dga
Canvas Size: 1506x1130 pixel Resolution:...

❷ Click [Delete].

❶ Select the image to delete.

(STYLOS HD screen image)

Tips

Alternative ways to load an image are: 1) using the [Load...] button on the [Light Table Palette], and 2) using the [Load to Light Table] button on the [File Browser].

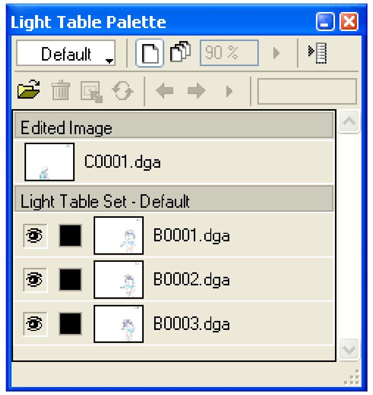
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

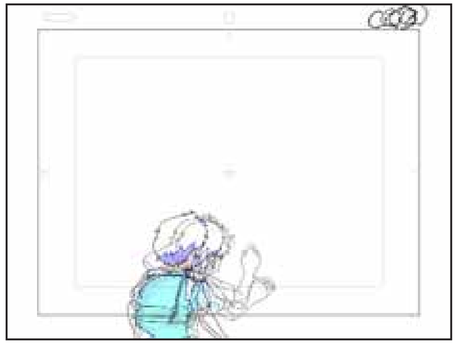
Manipulating a light table image

The procedure for moving, rotating, enlarging, or reducing a light table image is as follows.

1. Open the light table.

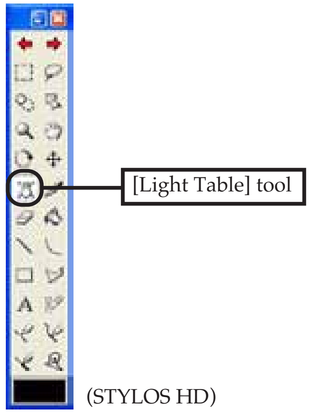
With the [Cel] window opened, click [Switch Light Table Set] on the [Light Table Palette] and switch the light table set from [None] to any other. ([Default], for example)


Light Table Palette
Default
90 %
Edited Image
C0001.dga
Light Table Set - Default
B0001.dga
B0002.dga
B0003.dga

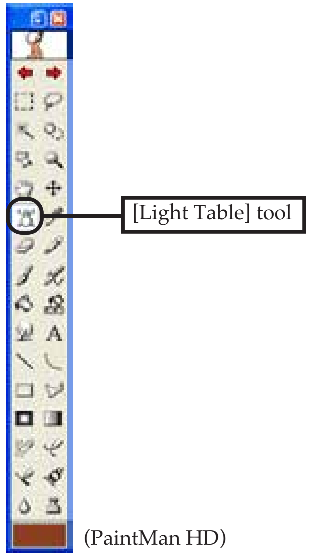


2. Select the Light Table tool.

Select [Light Table] tool from the [Tool Palette].


[Light Table] tool

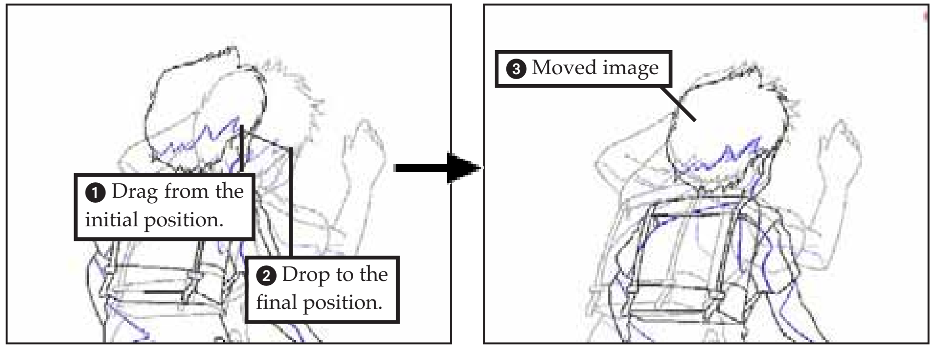
(STYLOS HD)


[Light Table] tool

(PaintMan HD)

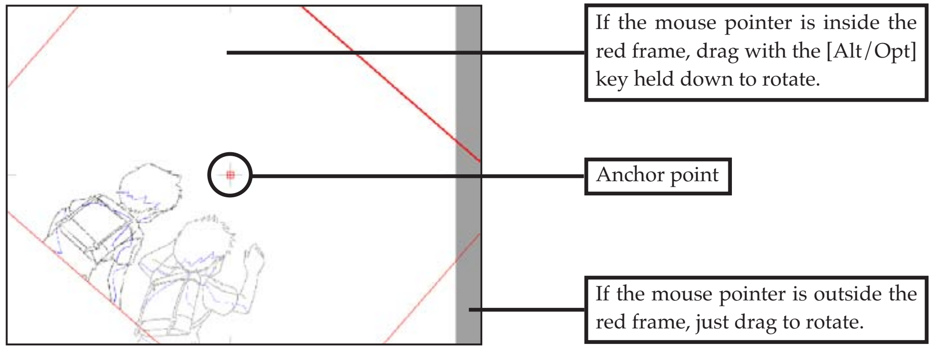
3a. Move the light table image.

Drag and drop the light table image in the [Cel] window.


❶ Drag from the initial position.
❷ Drop to the final position.
❸ Moved image

3b. Rotate the light table image. (Only STYLOS HD)

Drag and drop the loaded image in the [Cel] window.

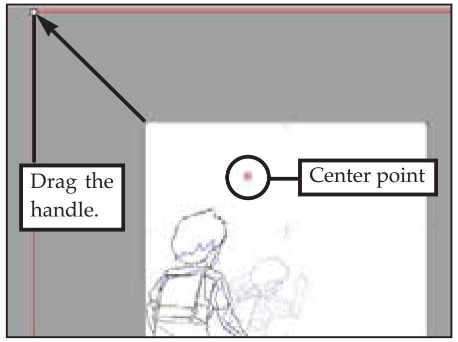

If the mouse pointer is inside the red frame, drag with the [Alt/Opt] key held down to rotate.
Anchor point
If the mouse pointer is outside the red frame, just drag to rotate.

Tips

[Anchor Point] is the center point (origin) for rotating, enlarging, or reducing a light table image. The [Anchor Point] can be moved to any position by dragging with the mouse. Pressing the [Space] key when the light table is active moves the [Anchor Point] to the current mouse pointer position.

3c. Enlarge/Reduce the light table image. (Only STYLOS HD)

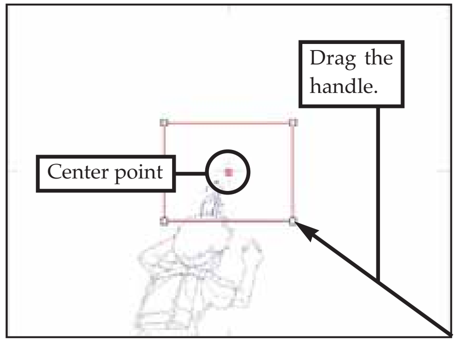
Drag the handle.



Drag the handle.

Center point

Enlarged



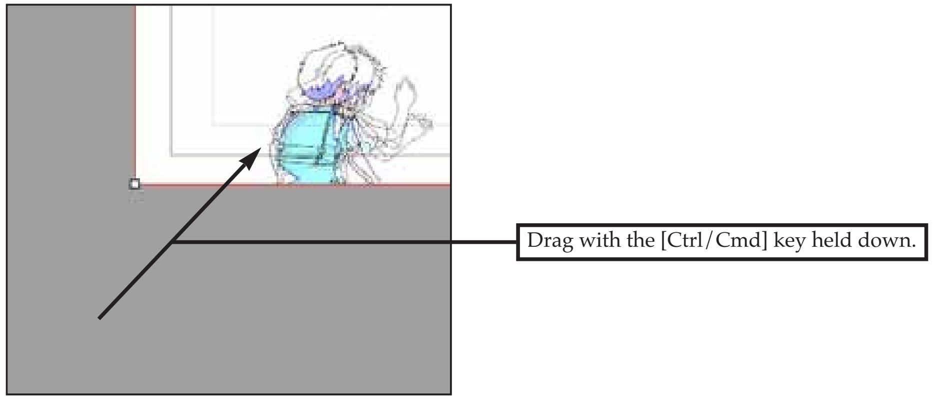
Drag the handle.

Center point

Reduced

3d. Move the entire light table image.

Drag the entire light table image.

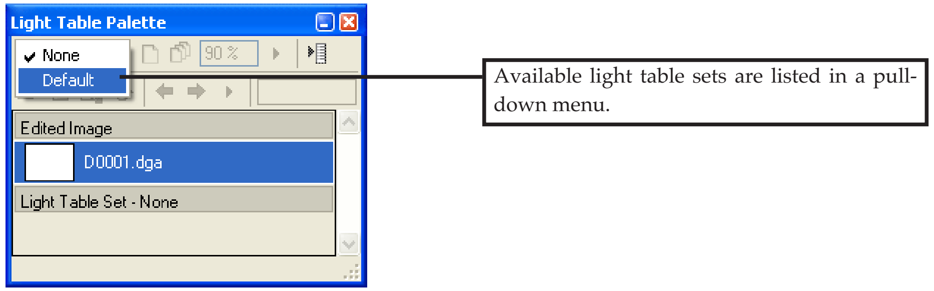


Drag with the [Ctrl/Cmd] key held down.

Light table set

What is a light table set?

[Light Table Set] is a set of information that can be saved and retrieved as needed and consists of the type of the light table images, and opacity, color, offset, scale, rotation, etc. of each of the light table images.


Light Table Palette
None
Default
90 %
Edited Image
D0001.dga
Light Table Set - None

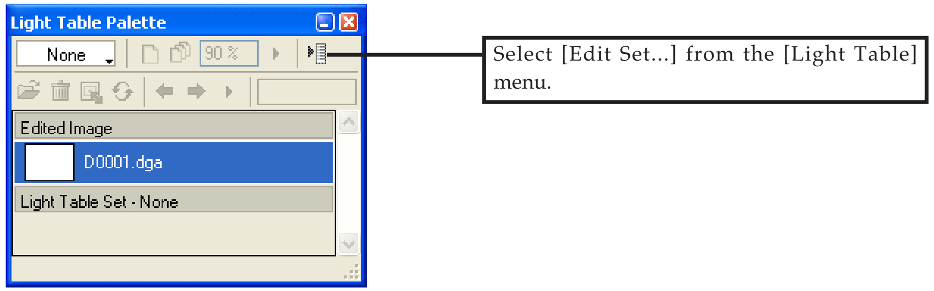
Available light table sets are listed in a pull-down menu.

Editing a light table set

The procedure for editing a light table set using the [Edit Light Table Set] dialog box is as follows.

1. Select Light Table menu.

Select [Light Table] menu from the [Light Table Palette].

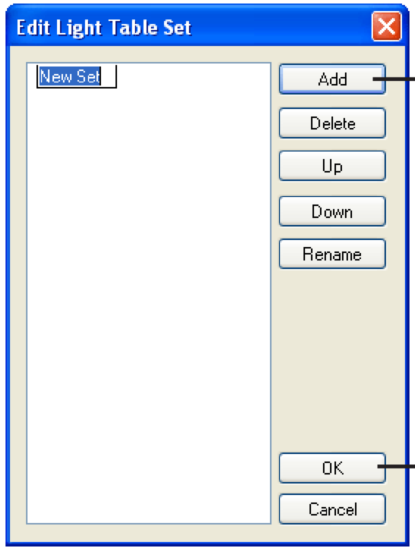

Light Table Palette
None
90 %
Edited Image
D0001.dga
Light Table Set - None

Select [Edit Set...] from the [Light Table] menu.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

2. Edit the light table set.

Edit using the [Edit Light Table Set] dialog box that appears.

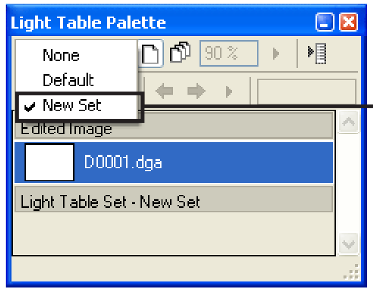

Edit Light Table Set
New Set
Add
Delete
Up
Down
Rename
OK
Cancel

❶ Click [Add]. Overwrite a name on the [New Set] that appears in the list area at the left.

❷ Click [OK] to finish with the settings.

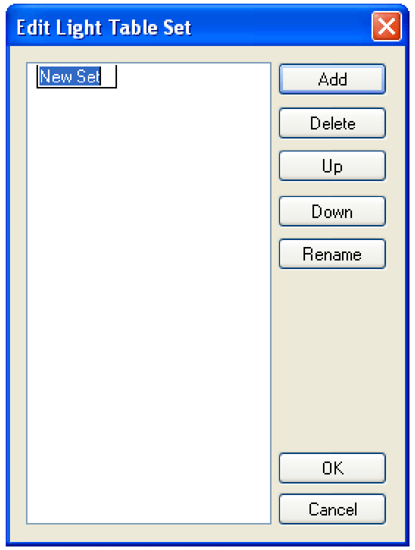
3. Select the light table set.

Return to the [Light Table Palette] and select the [Switch Light Table Set] pull-down menu. You must able to select the light table set you have added.


Light Table Palette
None
Default
✓ New Set
90 %
Edited Image
D0001.dga
Light Table Set - New Set

The clicked set becomes selected.

Edit Light Table Set dialog box


Edit Light Table Set
New Set
Add
Delete
Up
Down
Rename
OK
Cancel

- **[Add]**
  Adds a new light table set named [New Set] to the list area at the left. Enter a name for it. The name is confirmed when you press [Enter/Return].
- **[Delete]**
  Deletes a light table set selected by clicking.
- **[Up]**
  Moves up in the list a light table set selected by clicking.
- **[Down]**
  Moves down in the list a light table set selected by clicking.
- **[Rename]**
  Allows you to change the name of a light table set selected by clicking.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

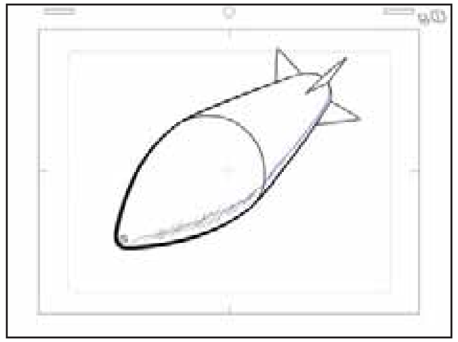
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Performing an Off Peg registration (inbetweening)

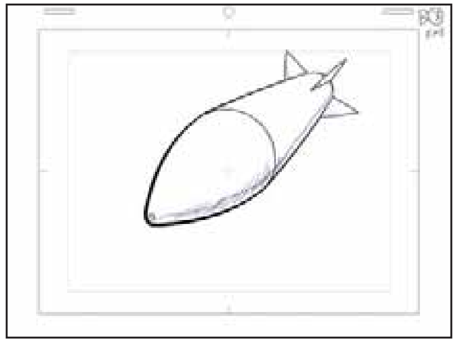
What is an Off Peg registration?

Off Peg registration is the technique for breaking down the inbetweens which involves the following steps when done using paper and pencil.

1. Prepare two inbetweens, one for the initial position of a movement and the other for the final.

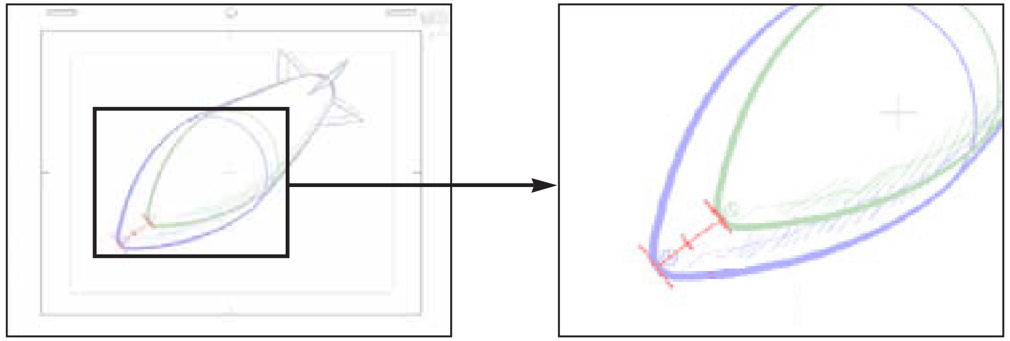


Inbetween B1

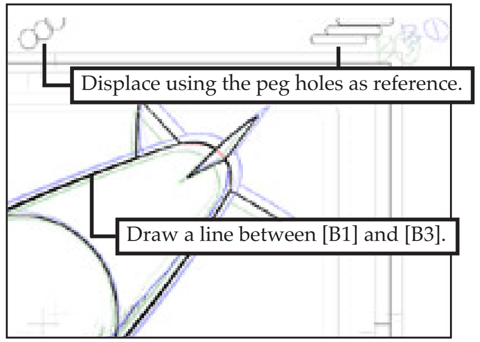


Inbetween B3

2. Overlap the two inbetweens and draw the trajectory (middle points).

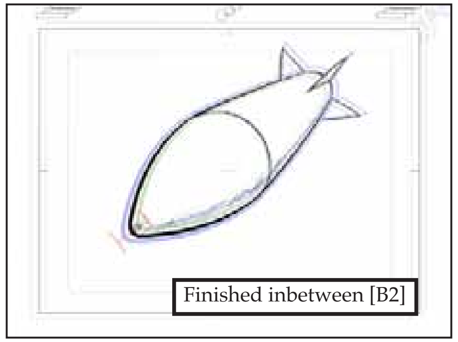


3. Slightly displace the drawing paper using the peg holes as reference and draw the breakdown.



Displace using the peg holes as reference.

Draw a line between [B1] and [B3].



Finished inbetween [B2]

Off Peg registration with RETAS!PRO

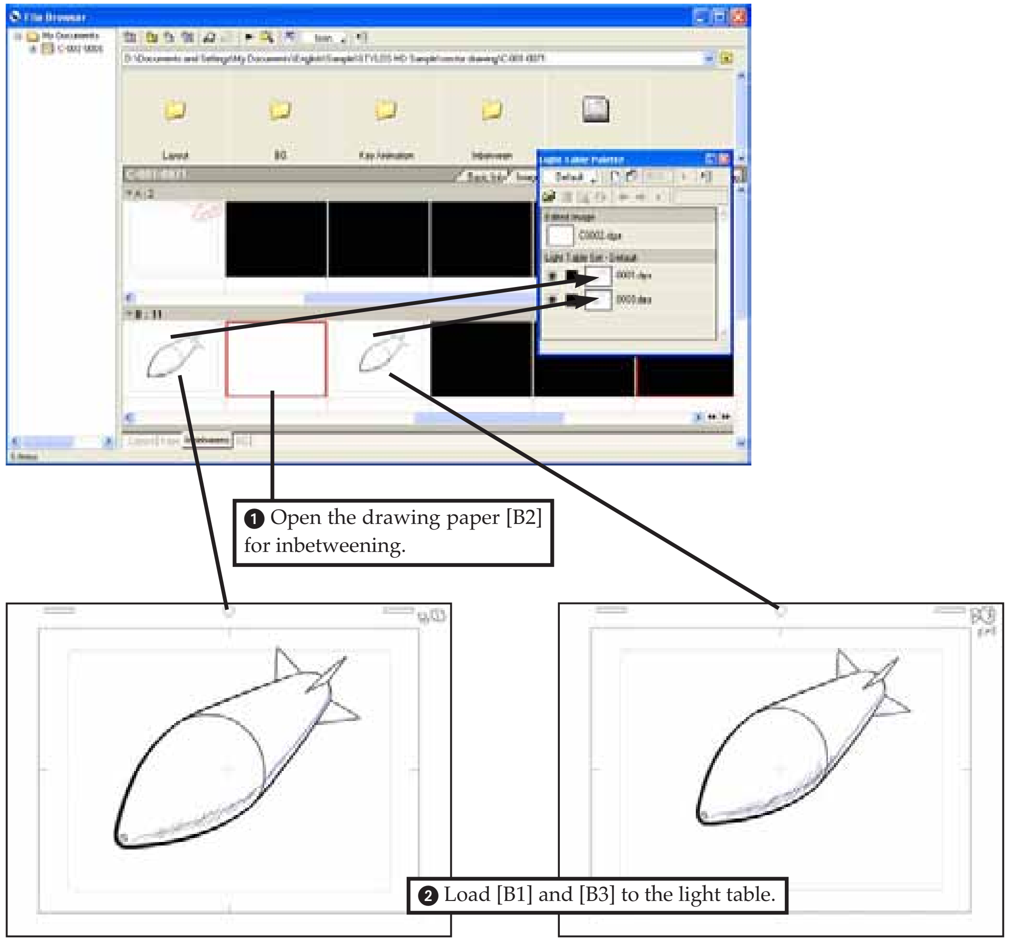
With RETAS!PRO HD series, Off Peg registration is done using the [Anchor Frame] embedded in each of the images for positioning as there are no "peg holes" and the light table, and involves the following steps.

1. Open a drawing paper.

Open a drawing paper for inbetweening from the [File Browser].

2. Load the images.

Load the two images to inbetween to the light table set shown on the [Light Table Palette].



❶ Open the drawing paper [B2] for inbetweening.

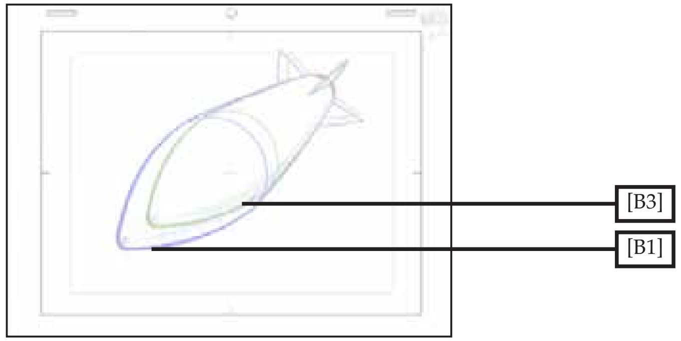
❷ Load [B1] and [B3] to the light table.

Inbetween B1: [0001]

Inbetween B3: [0003]

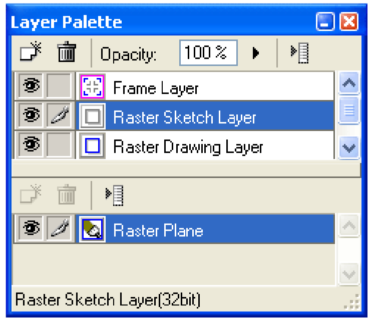
3. Show the light table images semi-transparently.

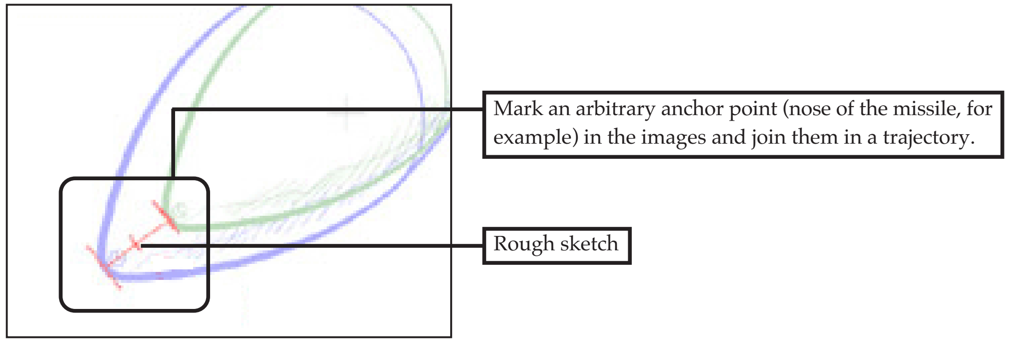
Show the light table images [B1] and [B3] semi-transparently in the [Cel] window.



4. Draw the trajectory and rough sketches.

Create a [Raster Sketch Layer] and select [Raster Plane] using the [Layer Palette]. Mark an arbitrary anchor point with the [Pen] tool in the [Cel] window. Join the anchor points and draw the trajectory. Then mark the rough sketch.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Sketch Layer
Raster Drawing Layer
Raster Plane
Raster Sketch Layer(32bit)

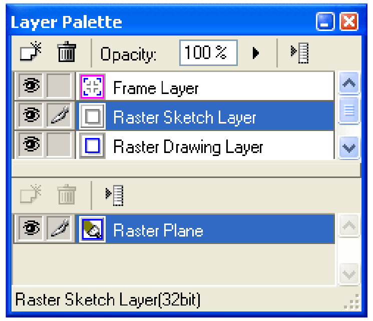


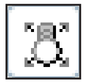
Mark an arbitrary anchor point (nose of the missile, for example) in the images and join them in a trajectory.

Rough sketch

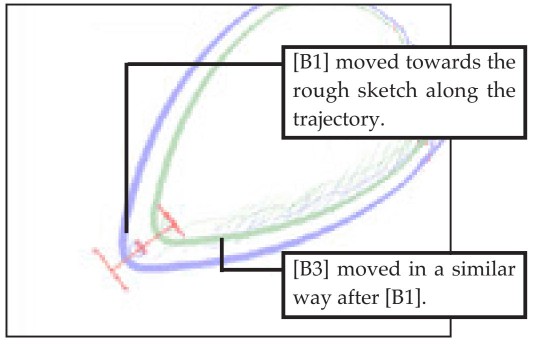
5. Move the image using the Light Table tool.

Select [Light Table] tool from the [Tool Palette] and move the light table image towards the rough sketch drawn on the [Raster Sketch Layer]. Move the other light table image towards the rough sketch as well.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Sketch Layer
Raster Drawing Layer
Raster Plane
Raster Sketch Layer(32bit)



[Light Table] tool

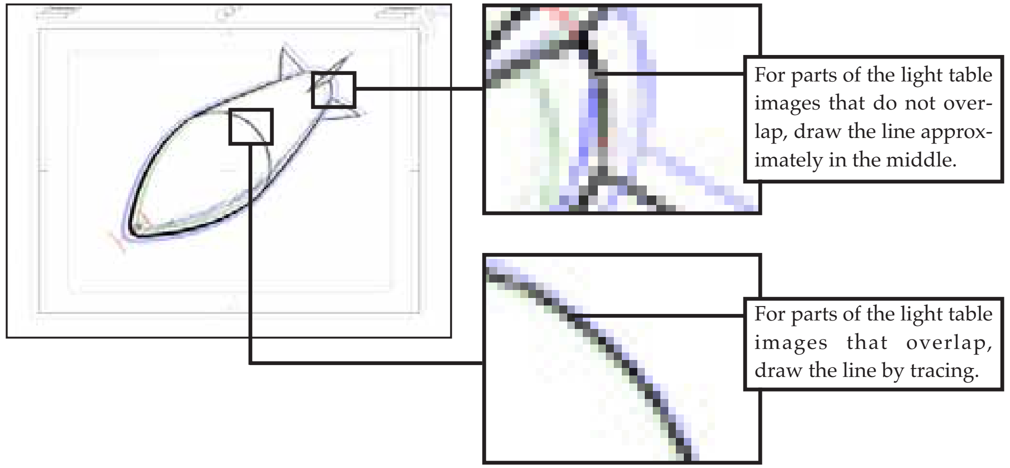


[B1] moved towards the rough sketch along the trajectory.

[B3] moved in a similar way after [B1].

6. Draw the inbetweened drawing by referencing the overlapped images.

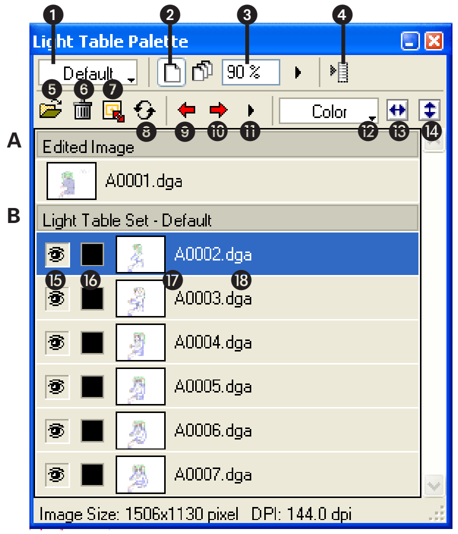
Inbetweening is relatively easy: In the drawing paper for inbetweening, draw the line by tracing the overlapped parts of the light table images, and for parts that do not overlap, draw the line approximately in the middle.



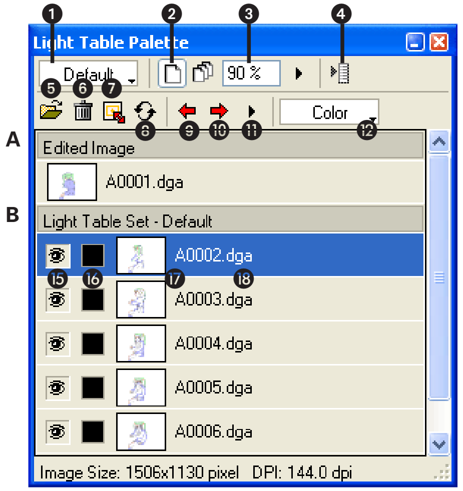
For parts of the light table images that do not overlap, draw the line approximately in the middle.

For parts of the light table images that overlap, draw the line by tracing.

Name of the Light Table Palette parts


❶
❷
❸
❹
Light Table Palette
Default
90 %
❺
❻
❼
Color
❽
❾
❿
⓫
⓬
⓭
⓮
A
Edited Image
A0001.dga
B
Light Table Set - Default
A0002.dga
⓯
⓰
⓱
⓲
A0003.dga
A0004.dga
A0005.dga
A0006.dga
A0007.dga
Image Size: 1506x1130 pixel DPI: 144.0 dpi

(STYLOS HD)


❶
❷
❸
❹
Light Table Palette
Default
90 %
❺
❻
❼
Color
❽
❾
❿
⓫
⓬
A
Edited Image
A0001.dga
B
Light Table Set - Default
A0002.dga
⓯
⓰
⓱
⓲
A0003.dga
A0004.dga
A0005.dga
A0006.dga
Image Size: 1506x1130 pixel DPI: 144.0 dpi

(PaintMan HD)

A [Edited Image]
Shows the image currently selected for editing.

B [Light Table Set]
Shows a list of images loaded to the currently selected (active) [Light Table Set].

❶ **[Switch Light Table Set] pull-down menu**
Clicking the icon shows a pull-down menu of registered light table sets from which you can switch sets by selecting. Select [None] when you not using any light table set.

❷ **[Opacity] button**
When ON, adjusts the individual opacity of the light table image that is currently selected (active light table image).

❸ **[All Opacity] button**
When ON, adjusts the opacity of all light table images.

The opacity applied for showing a light table image is the product of the individual opacity specified using the [Opacity] button and that specified in [All Opacity].
Example: When individual opacity is 50% and opacity for all is 50%
50% × 50%=25%
Image is shown with an opacity of 25%.

❹ **[Show Light Table Menu] button**
Shows the [Light Table] menu.

❺ **[Load New Image...] button**
Allows you to select the image to load to the light table.

❻ **[Delete Loaded Image] button**
Deletes a light table image from the light table.

❼ **[Loaded Image View Settings...]**
Opens the [Set Position] dialog box that allows you to configure the view position for the image shown in the [Cel] window.

❽ **[Refresh Loaded Image] button**
When the original light table image is edited, clicking [Refresh] reloads the image and updates the content to the edited image.

❾ **[Previous Cel] button**
Shows the previous cel.

❿ **[Next Cel] button**
Shows the next cel.

⓫ **[Cel List] button**
Shows a pull-down menu with a list of cels. Selecting a cel in the list shows the cel on the screen.

⓬ **[Display Mode] pull-down menu**
Shows a list of display modes composed of [Color], [Monotone], and [Halftone] from where you can select one.

⓭ **[Flip Horizontal] button (Only STYLOS HD)**
Shows the light table image flipped horizontally.

⓮ **[Flip Vertical] button (Only STYLOS HD)**
Shows the light table image flipped vertically.

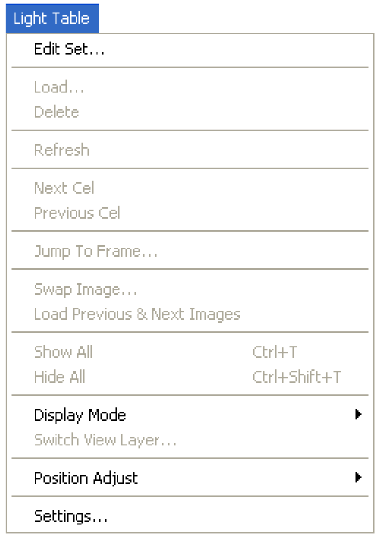
⓯ **[Show/Hide Image] icon**
This button allows you to toggle between show and hide image at every click.
The image is visible when shown with an eye icon.

⓰ **[Image Color] icon**
Opens the [Color Settings] dialog box that allows you to configure the view color for [Monotone] and [Halftone] when any of these is selected in [Display Mode].

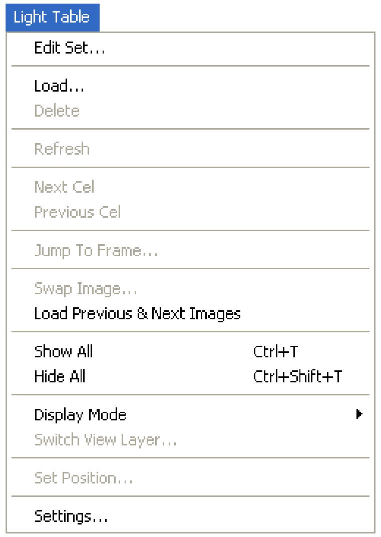
⓱ **Thumbnail**
Shows the light table images. The corresponding image on the light table becomes the [Edited Image] when double clicked on the thumbnail, swapping the current [Edited Image] that goes to the light table.

⓲ **[Image Name] field**
Opens the [Set Position] dialog box when double clicked. The dialog box allows you to configure the view position for the light table images.

Light Table menu


Light Table
Edit Set...
Load...
Delete
Refresh
Next Cel
Previous Cel
Jump To Frame...
Swap Image...
Load Previous & Next Images
Show All Ctrl+T
Hide All Ctrl+Shift+T
Display Mode
Switch View Layer...
Position Adjust
Settings...

(STYLOS HD)


Light Table
Edit Set...
Load...
Delete
Refresh
Next Cel
Previous Cel
Jump To Frame...
Swap Image...
Load Previous & Next Images
Show All Ctrl+T
Hide All Ctrl+Shift+T
Display Mode
Switch View Layer...
Set Position...
Settings...

(PaintMan HD)

- **[Edit Set...]**
  Opens the [Edit Light Table Set] dialog box that allows you to add, delete, reorder, and/or rename a table set.
- **[Load...]**
  Opens the [Open File] dialog box that allows you to select an image and load to the light table.
- **[Delete]**
  Deletes from the light table a light table image selected by clicking.
- **[Refresh]**
  When the original light table image is edited, clicking [Refresh] reloads the image and updates the content to the edited image.
- **[Next Cel]**
  Shows the cel next to the one selected in the light table set.
- **[Previous Cel]**
  Shows the cel previous to the one selected in the light table set.
- **[Jump To Frame...]**
  Shows the cel specified numerically or with the slider in the dialog box.
- **[Swap Image...]**
  Swaps the edited image with an image selected from the light table set.
- **[Load Previous & Next Images]**
  Loads images previous and next to the currently edited image.
- **[Show All]**
  Shows all light table images.
- **[Hide All]**
  Hides all light table images.
- **[Display Mode]**
  Shows a list of display modes composed of [Color], [Monotone], and [Halftone] from where you can select one.
- **[Switch View Layer...]**
  Shows a dialog box with check boxes that allows you to select the layers to view.

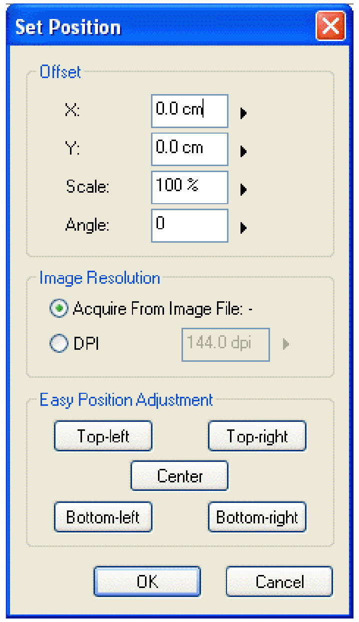
- **[Position Adjust] (Only STYLOS HD)**
  [Numeric...]
  Shows the [Set Position] dialog box that allows you to adjust the view position for the light table images precisely.
  [Flip Horizontal]
  Shows the light table image flipped horizontally.
  [Flip Vertical]
  Shows the light table image flipped vertically.
  [Reset Scale]
  [Reset Rotation]
  [Reset Scale & Rotation]
  Each of the menu items above resets settings configured using the [Light Table] tool and the [Set Position] dialog box.
  [Move Image To Middle Position]
  Moves the edited image to the middle of two images selected from the light table set.
  [Collect in a Specified Origin Point]
  Moves the edited image to an anchor point for the multiple images selected from the light table set (specified with a mouse click).

- **[Set Position...] (Only PaintMan HD)**
  Shows the [Set Position] dialog box that allows you to adjust the view position for the light table images precisely.

- **[Settings...]**
  Shows the [Light Table Settings] dialog box that allows you to specify various light table options.

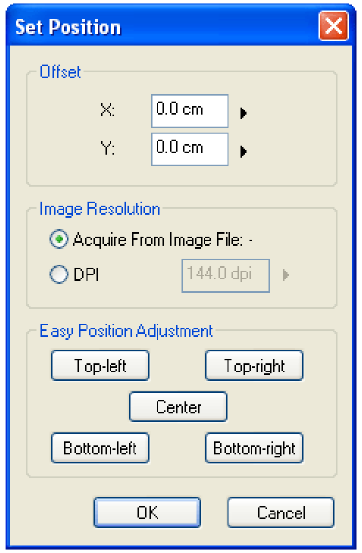
Set Position dialog box

To open the dialog box, select [Position Adjust] → [Numeric...] from the Light Table menu.


Set Position
Offset
Image Resolution
Easy Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

X: 0.0 cm
Y: 0.0 cm
Scale: 100 %
Angle: 0
● Acquire From Image File: -
○ DPI 144.0 dpi

Set Position dialog box
(STYLOS HD)


Set Position
Offset
Image Resolution
Easy Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

X: 0.0 cm
Y: 0.0 cm
● Acquire From Image File: -
○ DPI 144.0 dpi

Set Position dialog box
(PaintMan HD)

[Offset]
Enter [X] (horizontal axis), [Y] (vertical axis), [Scale] (only STYLOS HD), and [Angle] (only STYLOS HD) numerically or using the slider. These data are used to position the light table images precisely.

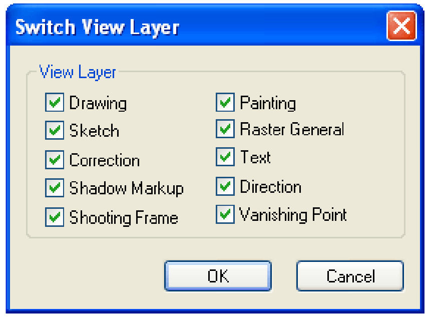
[Image Resolution]
Select either [Acquire From Image File] or [DPI] using the radio buttons.

[Easy Position Adjustment]
Click either of the [Top-left], [Top-right], [Center], [Bottom-left], or [Bottom-right] button. The Light Table image will be positioned there.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

Switch View Layer dialog box

To open the dialog box, select [Switch View Layer...] from the Light Table menu.


Switch View Layer
View Layer
OK
Cancel

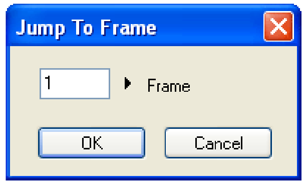
☑ Drawing
☑ Sketch
☑ Correction
☑ Shadow Markup
☑ Shooting Frame
☑ Painting
☑ Raster General
☑ Text
☑ Direction
☑ Vanishing Point

- **[View Layer]**
  Select the layer(s) to show by selecting the corresponding check box.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

Jump To Frame dialog box

To open the dialog box, select [Jump To Frame...] from the Light Table menu.


Jump To Frame
OK
Cancel

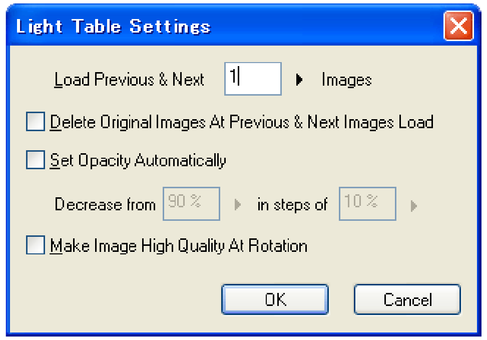
1 Frame

- **[Frame]**
  Enter the frame to show.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

Light Table Settings dialog box

To open the dialog box, select [Settings...] from the Light Table menu.



Light Table Settings

Load Previous & Next [1] Images

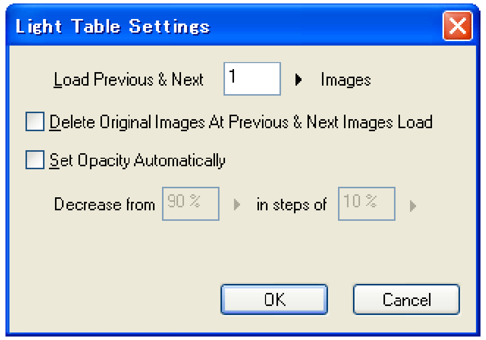
☐ Delete Original Images At Previous & Next Images Load

☐ Set Opacity Automatically

Decrease from [90 %] in steps of [10 %]

☐ Make Image High Quality At Rotation

(STYLOS HD)



Light Table Settings

Load Previous & Next [1] Images

☐ Delete Original Images At Previous & Next Images Load

☐ Set Opacity Automatically

Decrease from [90 %] in steps of [10 %]

(PaintMan HD)

- **[Load Previous & Next n Images]**
  Allows you to specify the number of images to load (1-10) using [Load Previous&Next Images] under the [Light Table] menu.
- **[Delete Original Images At Previous & Next Images Load]**
  Deletes the previously loaded images when [Load Previous&Next Images] under the [Light Table] menu is selected.
- **[Set Opacity Automatically]**
  [Decrease from n% in step of n%]
  The opacity of each of the images loaded to the same light table set is specified automatically. The maximum value and step in which the opacity will change are parameters you can specify.
- **[Make Image High Quality At Rotation] (Only STYLOS HD)**
  Allows you to view the rotated light table set image with high quality.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

Flipping (Quick motion check)

What is flipping?

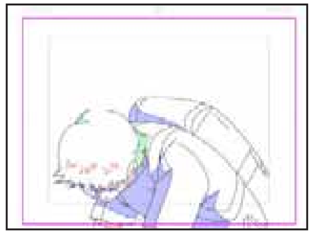
"Flipping" is an essential part of animation drawing. It is for checking the movements in the drawings and is done by flipping over a number of drawing papers with the hands.

Flipping with RETAS!PRO

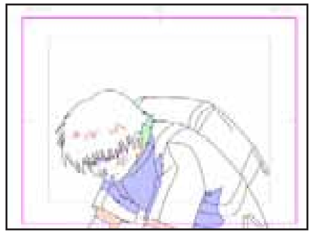
The [Quick Motion] command is a computer simulation of the flipping, traditionally done with the hands relying on the tact. Response to the arrow key entries is quick to recreate the feeling as when the inbetweens drawn on papers are flipped using the fingers.

Tips

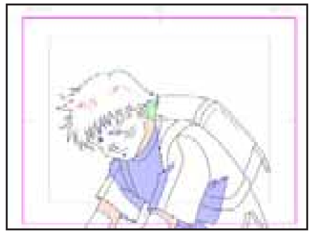
With RETAS!PRO, you cannot only flip manually but automatically as a slide show that can be played once or continuously.



Previous inbetween



Currently drawn inbetween



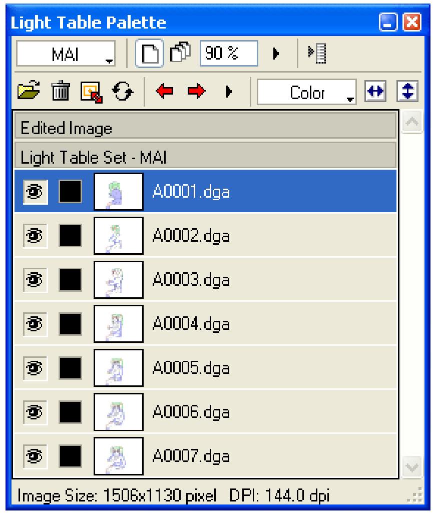
Next inbetween

Configuring a Quick Motion

The Quick Motion allows you to play the image you are editing in the [Cel] window together with the light table images. That is, you can simulate the flipping of drawings on paper.

Loading images to the light table set

Load the image you are working on to the [Light Table Set] on the [Light Table Palette].
(In this example, 7 inbetweens are loaded to a newly created [Light Table Set] named "MAI".)



MAI

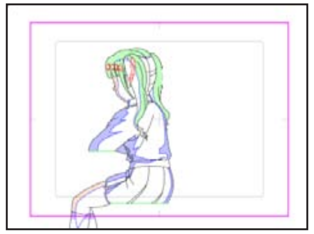
Edited Image

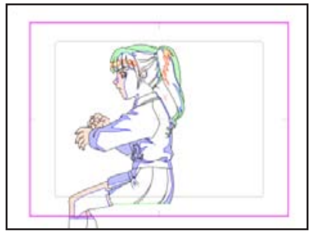
Light Table Set - MAI

A0001.dga
A0002.dga
A0003.dga
A0004.dga
A0005.dga
A0006.dga
A0007.dga

Image Size: 1506x1130 pixel DPI: 144.0 dpi

Inbetween A1: [A0001]


Inbetween A2: [A0002]


Inbetween A3: [A0003]

Inbetween A4: [A0004]

Inbetween A5: [A0005]

Inbetween A6: [A0006]

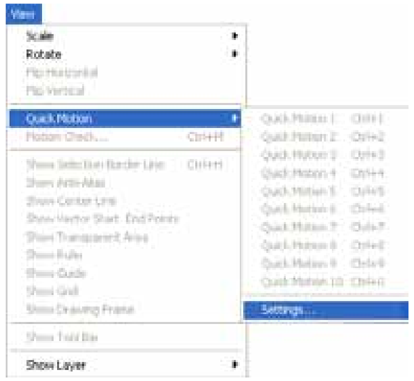
Inbetween A7: [A0007]

Loading to a Quick Motion Set

The procedure for loading the images to a [Quick Motion Set] prior to flipping (performing a Quick Motion) is as follows.

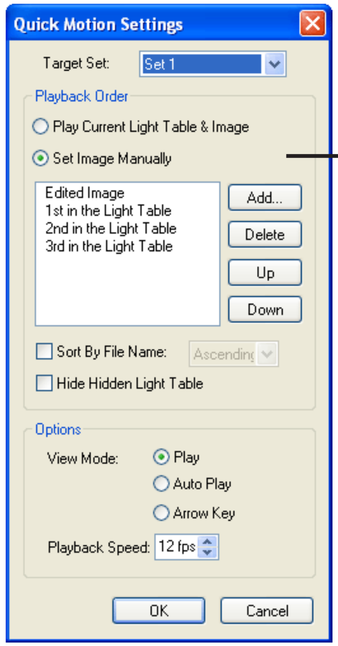
1. Select [Settings...].

Select [Quick Motion] → [Settings...] from the [View] menu. The Quick Motion Setting dialog box appears.



2. Specify the [Quick Motion Set] target.

Select [Target Set]. Select any [Set] in the 1 - 10 range.
Load the images in the order you want to play with Quick Motion in Playback Order.



Target Set: Set 1

Playback Order

○ Play Current Light Table & Image

● Set Image Manually

Edited Image
1st in the Light Table
2nd in the Light Table
3rd in the Light Table

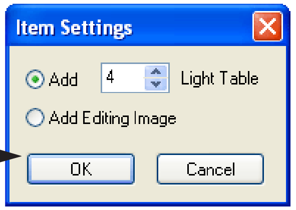
☐ Sort By File Name: Ascending

☐ Hide Hidden Light Table

Options

View Mode: ● Play ○ Auto Play ○ Arrow Key

Playback Speed: 12 fps



● Add 4 Light Table

○ Add Editing Image

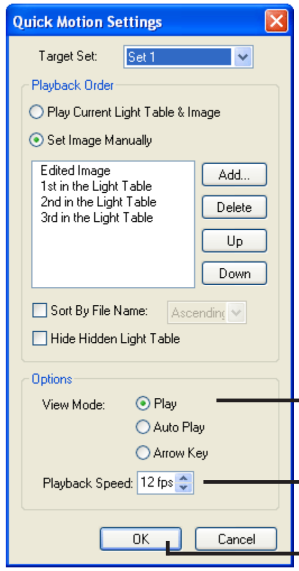
Clicking [Add...] opens the [Item Settings] dialog box that allows you to load the images.

"1st in the Light Table" means the image that is loaded first in the selected [Light Table Set], "Inbetween A1: [A0001]" in this example.

- The screen image shows that images are registered up to "3rd in the Light Table" and the "4th" is about to be added to Playback Order.
- To play all 7 images loaded to the [Light Table Set], you must continue loading up to the "7th in the Light Table".

3. Specify the [View Mode].

Specify the [View Mode] and the [Playback Speed] under [Options]. For "flipping", specify [Arrow Key].


Quick Motion Settings
Target Set:
Set 1
Playback Order
○ Play Current Light Table & Image
● Set Image Manually
Edited Image
1st in the Light Table
2nd in the Light Table
3rd in the Light Table
Add...
Delete
Up
Down
☐ Sort By File Name:
Ascending
☐ Hide Hidden Light Table
Options
View Mode:
● Play
○ Auto Play
○ Arrow Key
Playback Speed:
12 fps
OK
Cancel

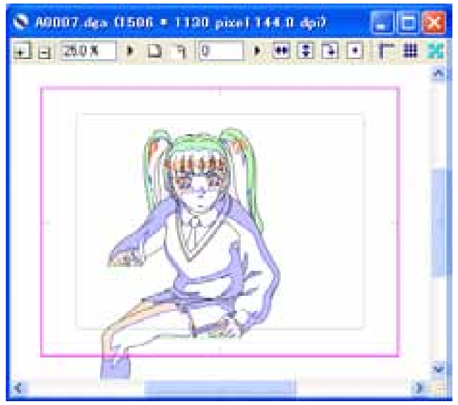
[Play]: Plays the slide show once.
[Auto Play]: Plays the slide show continously.
[Arrow Key]: Frame-by-frame advance using key operation.

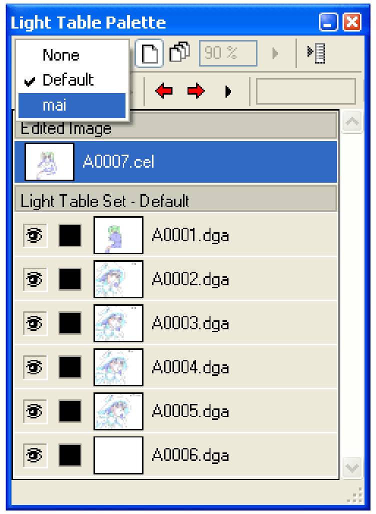
You can specify the speed for [Play] and [Auto-Play].

Clicking [OK] registers the [Set].

4. Switch the light table set.

Open the [Cel] window then click [Switch Light Table Set] on the [Light Table Palette] and switch the light table set to the one you want to play. ("MAI" in this example)


A0007.dga (1506 × 1130 pixel 144.0 dpi)
25.0 %

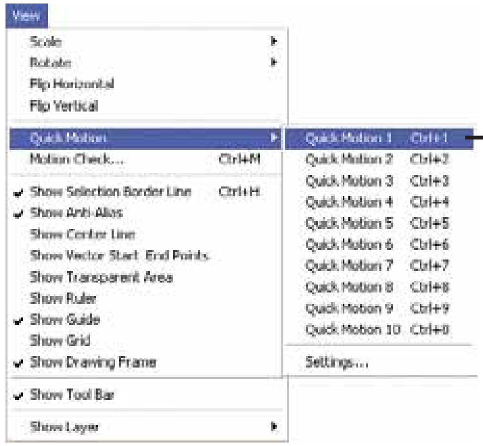

Light Table Palette
None
✓ Default
mai
90 %
Edited Image
A0007.cel
Light Table Set - Default
A0001.dga
A0002.dga
A0003.dga
A0004.dga
A0005.dga
A0006.dga

Performing a Quick Motion

Quick Motion allows you to switch to the previous/next drawings (flip) using a simple key operation so that you can check the movements while drawing. The procedure for performing it is as follows.

1. Select Quick Motion.

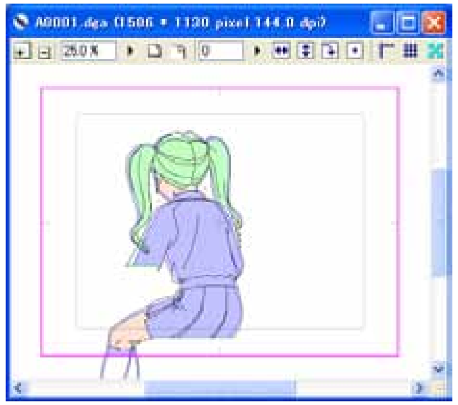
Select [Quick Motion] from the [View] menu. Select the Quick Motion Set you configured. The light table images you loaded with the [Quick Motion Setting] dialog box and the image being edited are played back.


View
Scale
Rotate
Flip Horizontal
Flip Vertical
Quick Motion
Motion Check... Ctrl+M
✓ Show Selection Border Line Ctrl+H
✓ Show Anti-Alias
Show Center Line
Show Vector Start, End Points
Show Transparent Area
Show Ruler
✓ Show Guide
Show Grid
✓ Show Drawing Frame
✓ Show Tool Bar
Show Layer
Quick Motion 1 Ctrl+1
Quick Motion 2 Ctrl+2
Quick Motion 3 Ctrl+3
Quick Motion 4 Ctrl+4
Quick Motion 5 Ctrl+5
Quick Motion 6 Ctrl+6
Quick Motion 7 Ctrl+7
Quick Motion 8 Ctrl+8
Quick Motion 9 Ctrl+9
Quick Motion 10 Ctrl+0
Settings...

Select [Quick Motion 1] for example.

2. Play using the arrow keys.

Frame-by-frame advance (that is, flipping) using the keys is possible if you have selected [Arrow Key] as the View Mode under [Options] in the [Quick Motion Settings] dialog box.


A0001.dga (1506 × 1130 pixel 144.0 dpi)
25.0 %

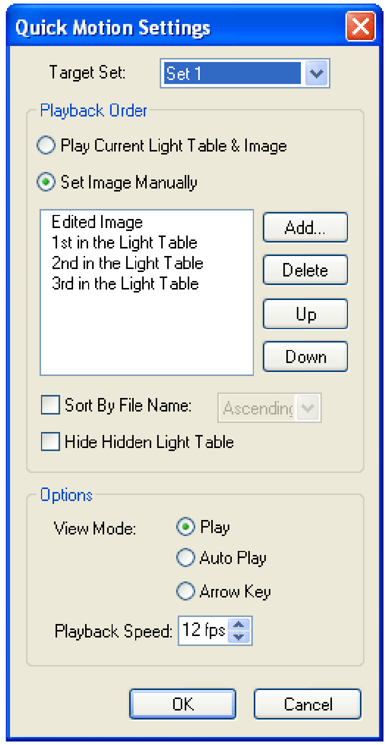
- **[Left] [Up]**
  Shows the previous frame.
- **[Right] [Down]**
  Shows the next frame.

3. Stop the Quick Motion.

To stop Quick Motion, press the [Esc] key while Quick Motion is being executed.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Quick Motion Settings dialog box


Quick Motion Settings

Target Set: Set 1

Playback Order

○ Play Current Light Table & Image
● Set Image Manually

Edited Image
1st in the Light Table
2nd in the Light Table
3rd in the Light Table

☐ Sort By File Name: Ascending
☐ Hide Hidden Light Table

Options

View Mode: ● Play ○ Auto Play ○ Arrow Key

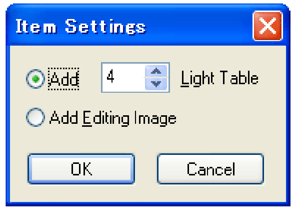
Playback Speed: 12 fps

- **[Target Set]**
  A pull-down menu for selecting a set from among [Set 1] to [Set 10] for storing the Quick Motion settings.

[Playback Order]
Shows the current order in which the images will be played back, which is specified in the list field at the left.

- **[Play Current Light Table & Image]**
  Plays the images in the registered light table and the image being edited.
- **[Set Image Manually]**
  Allows you to specify the images to play manually.

- **[Add...] button**
  Opens the [Item Settings] dialog box that allows you to add an image from the light table and/or the one you are editing to the list under Playback Order by selecting with the radio button. Click [OK] to confirm the addition.
- **[Delete] button**


Item Settings

● Add 4 Light Table
○ Add Editing Image

  Deletes from the list under Playback Order an item selected by clicking.
- **[Up] button**
  Moves up in the list under Playback Order an item selected by clicking, so that it is played earlier.
- **[Down] button**
  Moves down in the list under Playback Order an item selected by clicking, so that it is played later.
- **[Sort By File Name]**
  Sorts the images from the light table set by filename. Sorting can be either [Ascending] or [Descending].
- **[Hide Hidden Light Table]**
  Hides the hidden light tables.

[Options]
- **[View Mode]**
  Allows you to select the [Quick Motion] playback mode using the radio buttons.

  [Play]
  Plays the slide show once.
  [Auto Play]
  Plays the slide show continuously.
  [Arrow Key]
  Plays by advancing the images frame-by-frame using key operation.

- **[Playback Speed]**
  Allows you to specify a playback speed when [Play] or [Auto Play] is specified in View Mode.

- **[OK]**
  Confirms the settings and closes the dialog box.
- **[Cancel]**
  Cancels the settings and closes the dialog box.

RETAS!PRO

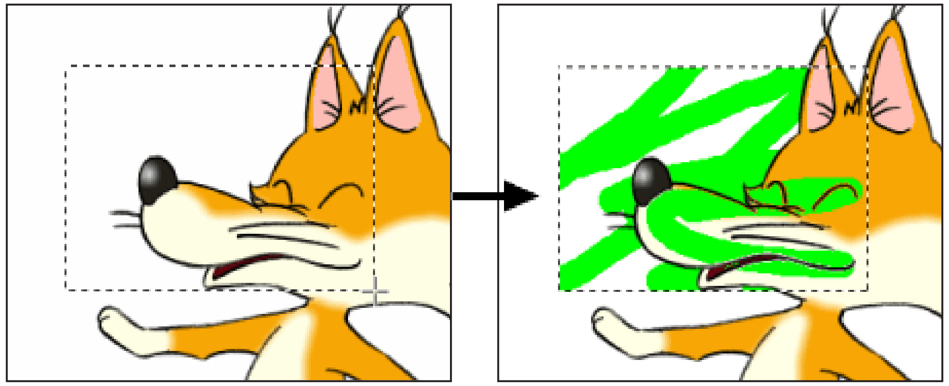
Chapter 10

Selection

Selection

What is a selection?

Selection is an area specified (enclosed in dashed line) using the [Selection] tool. With a selection, the scope of a command or a tool becomes limited to the selection.



Tips

A selection can be made using the [Selection] tool on the [Tool Palette], the [Edit] menu in the menu bar (STYLOS HD), or the [Selection] menu (TraceMan HD, PaintMan HD).

- Pressing the [Shift] key before clicking changes the selection mode to [Add to Selection].
- Pressing the [Alt] key before clicking changes the selection mode to [Subtract from Selection].
- Pressing the [Shift] + [Alt/Opt] keys before clicking changes the selection mode to [Intersect with Selection].

- Pressing the [Shift] key when dragging the shape fixes the aspect ratio.
- Pressing the [Shift] key when rotating, fixes the angle to 45 degrees.
- Pressing the [Shift] key when moving limits the movement direction to horizontal or vertical.
- Pressing the [Shift] key when [Polyline] is selected changes the selection tool to [Lasso].
- Pressing the [Shift] key when [Lasso] is selected changes the selection tool to [Polyline].

Basic operations using Selection

Basic operations related to selection are grouped under [Edit] (STYLOS HD) or under [Selection] (TraceMan HD, PaintMan HD) in the menu bar.

Select All (entire layer) [Ctrl/Cmd] + [A]

Selects the entire image (layer).

Deselect [Ctrl/Cmd] + [D]

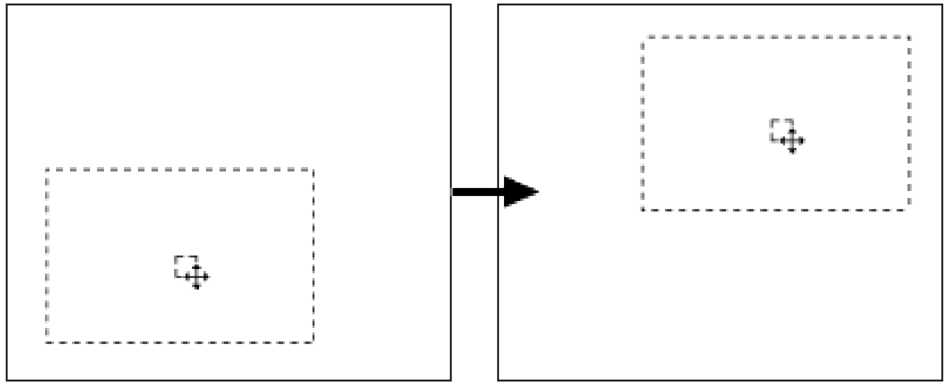
Cancels the current selection and nothing remains selected thereafter.

Reverse Selection [Ctrl/Cmd] + [Shift] + [I]

Inverts a selection.
Currently unselected areas become selected and vice versa.

Move Selection

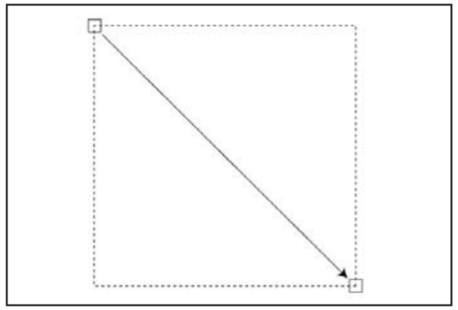
Placing the mouse pointer inside a selection when the [Selection] tool is selected changes the mouse pointer shape, and allows you to move the selection by dragging.



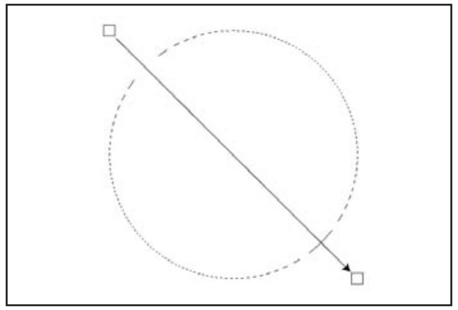
Rectangle Selection tool M

Allows you to select a rectangular or elliptical area. The selection is shaped around the line (diagonal) you drew by dragging. The [Tool Options Palette] allows you to toggle between [Rectangle] and [Ellipse].

Rectangular selection



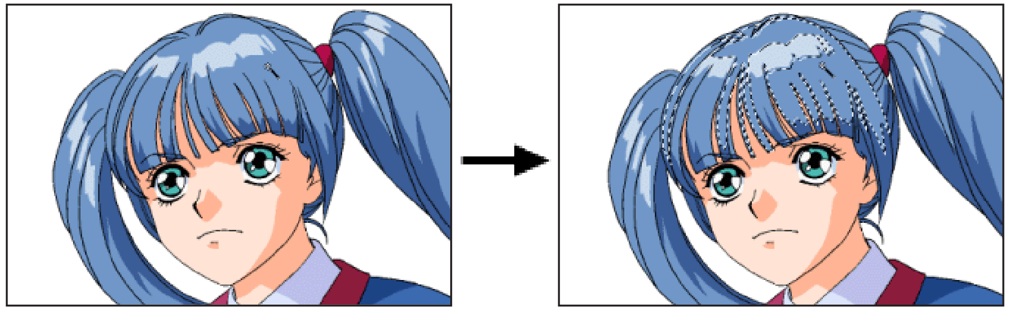
Elliptical selection



Drag with the [Shift] key held down to draw a rectangle or ellipse.

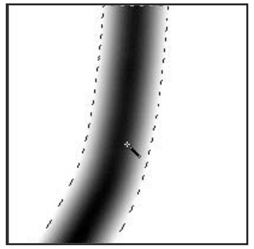
Magic Wand tool W

Allows you to select all connected parts having the same color as the clicked pixel.



Using [Magic Wand] on [Gray Paint Layer]

On the [Gray Paint Layer], the tool selects the stretch of area of the same color as the clicked gray line.



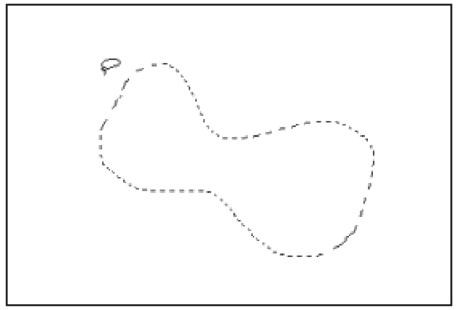
Lasso tool R

Allows you to select an area you bordered by moving the mouse pointer freely from a starting point (the first clicked point).

The [Tool Options Palette] allows you to toggle between [Lasso] and [Polyline].

Lasso

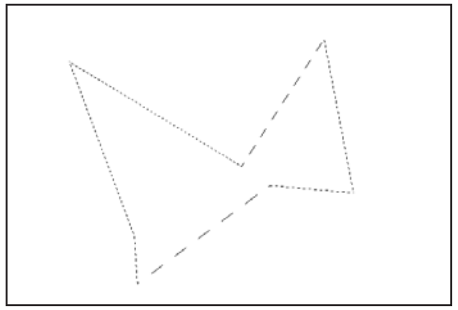
The selection is the area you enclosed by dragging in one freehand trace.



If you stop dragging leaving an open segment in the selection border, that segment is drawn as a straight line that goes from the point you stopped to the starting point.

Polyline

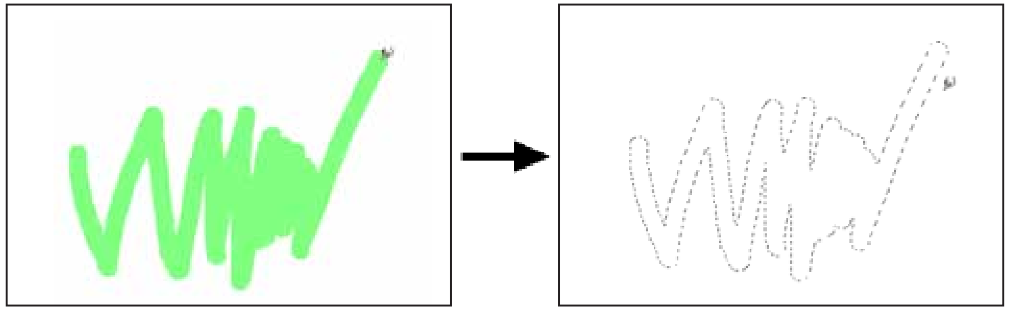
The selection is the area enclosed by a polygon whose vertices are determined by each mouse click you did while moving the selection tool.



If you double click leaving an open segment in the selection border, that segment is drawn as a straight line that goes from the point you double clicked to the starting point.

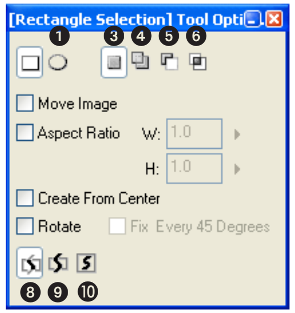
Selection Brush tool Y

The selection is the area you traced with a brush-like pointer.

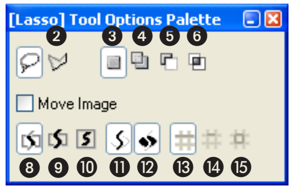


[Selection] tool options palette

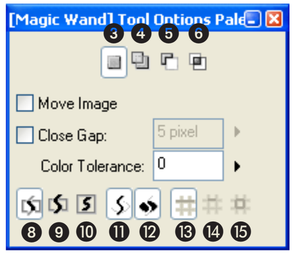
The [Tool Options Palette] under the [Window] menu allows you to configure the detailed settings for the [Selection] tool.



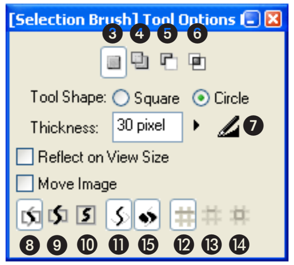
☐ Move Image
☐ Aspect Ratio W: 1.0
H: 1.0
☐ Create From Center
☐ Rotate ☐ Fix Every 45 Degrees



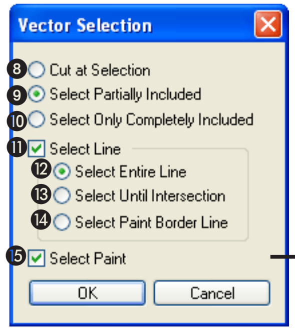
☐ Move Image



☐ Move Image
☐ Close Gap: 5 pixel
Color Tolerance: 0



Tool Shape: ○ Square ● Circle
Thickness: 30 pixel
☐ Reflect on View Size
☐ Move Image



❽ ○ Cut at Selection
❾ ● Select Partially Included
❿ ○ Select Only Completely Included
⓫ ☑ Select Line
⓬ ● Select Entire Line
⓭ ○ Select Until Intersection
⓮ ○ Select Paint Border Line
⓯ ☑ Select Paint

Opens when [Settings] → [Vector Selection...] is selected from the [Edit] menu.

❶ **Ellipse (common)**
Makes an elliptical selection.

❷ **Polyline (common)**
Makes a polygonal selection.

❸ **New Selection (common)**
This is the normal setting where a new selection cancels the existing one.

❹ **Add to Selection (common)**
This option allows you to add a selection to the existing one so that you can edit multiple parts simultaneously.
Making a new selection overlapping an existing one joins the two in a new selection.
Holding down the [Shift] key when a different tool option is selected changes the selection mode to this one for that time.

❺ **Substract From Selection (common)**
Making a new selection overlapping an existing one cancels the overlapped part from the existing selection.
Holding down the [Alt/Opt] key when a different tool option is selected changes the selection mode to this one for that time.

❻ **Intersect with Selection (common)**
Making a new selection overlapping an existing one results in a new selection with only the overlapped part.

Move Image (common)
Moves the image on the selected plane along with the selection when moving the selection by dragging.

- **[Aspect Ratio] (Only rectangle selection tool)**
Allows you to specify and fix the height-to-width ratio for rectangular and elliptical selections.
- **[Create From Center] (Only rectangle selection tool)**
Normally, the starting point for drawing the border is the upper-left corner. Selecting this option, moves the starting point to the center.
- **[Rotate] (Only rectangle selection tool)**
Allows you to rotate the rectangle or ellipse by moving the mouse pointer once the sizes are fixed, and confirm by clicking at the desired position.
- **[Fix Every 45 Degrees] (Only rectangle selection tool)**
This is an option for [Rotate]. Fixes the rotation to units of 45 degrees.
- **[Close Gap] (Only magic wand tool)**
Makes the selection to ignore small gaps in the line(s) that are smaller than a specified tolerance.
- **[Color Tolerance] (Only magic wand tool)**
The higher the value, the wider the range of colors considered the same.
- **[Thickness] (Only selection brush tool)**
Allows you to specify the thickness of the brush-like pointer.
- **[Reflect Pen Pressure on Thickness] (Only selection brush tool)**
Reflects the graphics tablet pen pressure in the line thickness.

❼ **[Reflect on View Size] (Only selection brush tool)**
Shows the view in the same size as in 100% view even when the screen view is scaled.

❽ **[Cut at Selection] (Only vectors)**
Deletes the selected parts.

❾ **[Select Partially Included] (Only vectors)**
Selects also those included in the selection partially.

❿ **[Select Only Completely Included] (Only vectors)**
Selects those included completely in the selection.

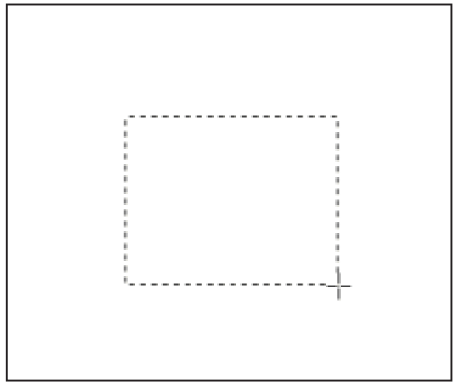
⓫ **[Select Line] (Only vectors with PaintMan HD)**
When OFF, excludes lines (Outline plane, Color Separation Line plane) from a selection. This option is convenient for selecting only color when working with multiple planes.

⓬ **[Select Entire Line] (Only vectors with PaintMan HD)**
Selects the entire line.

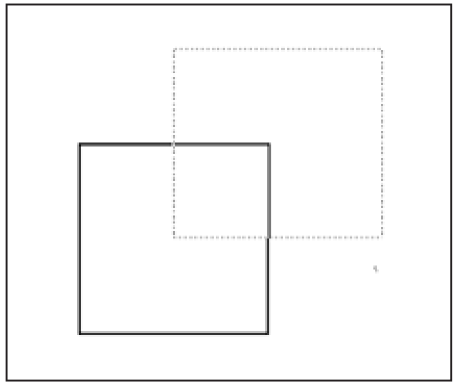
⓭ **[Select Until Intersection] (Only vectors with PaintMan HD)**
Selects the part of a(the) line(s) up to the intersection(s) with another.

⓮ **[Select Paint Border Line] (Only vectors with PaintMan HD)**
Selects the color borders.

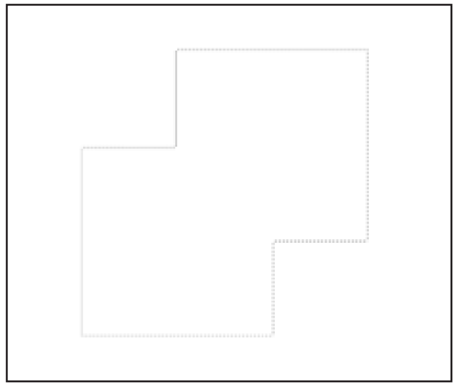
⓯ **[Select Paint] (Only vectors with PaintMan HD)**
When OFF, excludes colors (Coloring Plane). This option is convenient for selecting only lines when working with multiple planes.



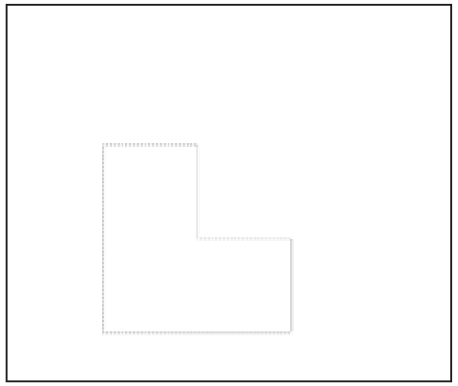
- [New Selection] (common)



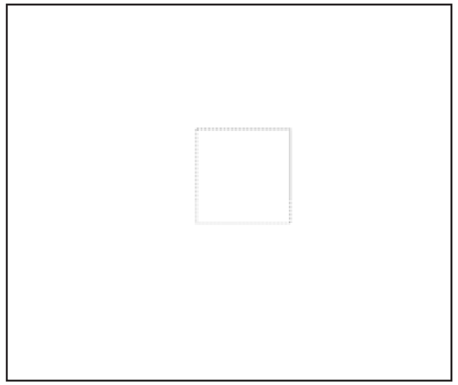
- Original image



- [Add to Selection] (common)



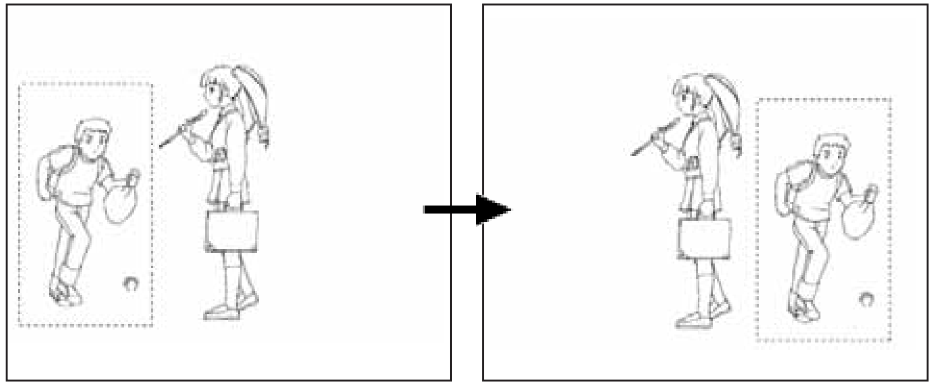
- [Subtract from Selection] (common)



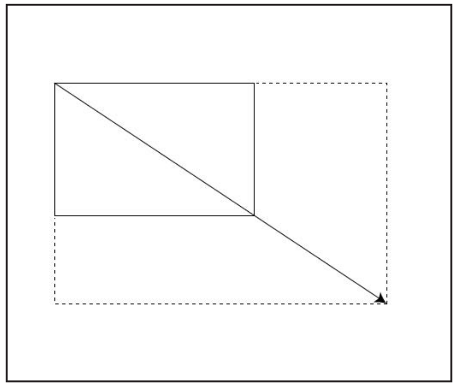
- [Intersect with Selection] (common)

Tips

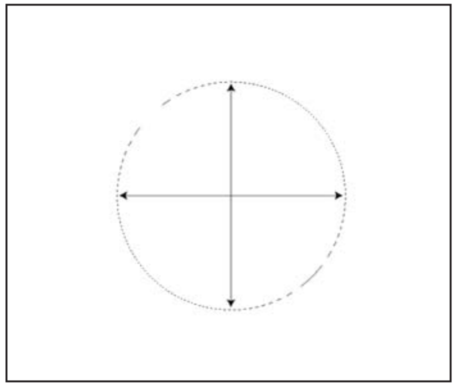
- Dragging with the [Shift] key held down draws a rectangle or circle.
- Dragging with the [Ctrl/Cmd] key held down draws a rectangle or circle centered at the point where you placed the mouse pointer first.



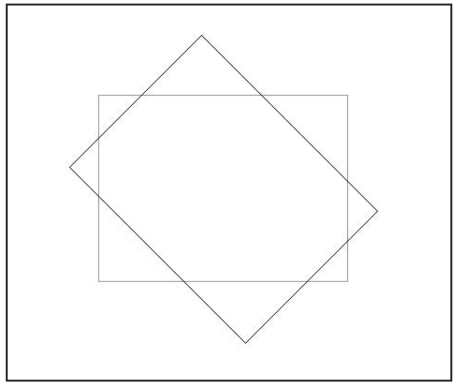
- [Move Image] (common)



- [Aspect Ratio] (Only rectangle selection tool)



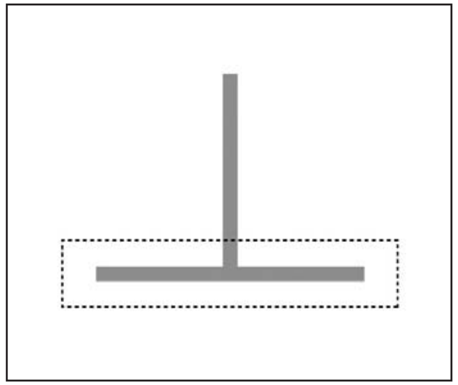
- [Create From Center] (Only rectangle selection tool)



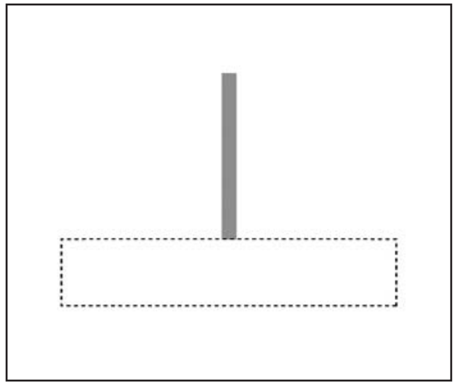
- [Rotate] (Only rectangle selection tool)

Tips

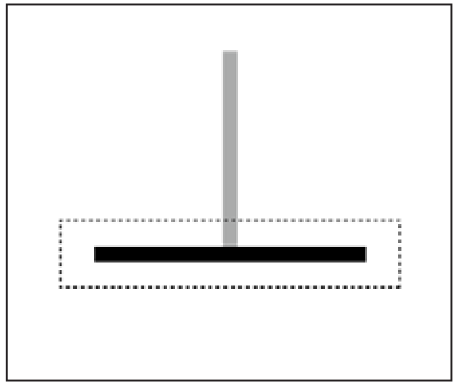
- The [Color Locator] (only TraceMan HD and PaintMan HD) allows you to measure the position of the selection as well as its size.



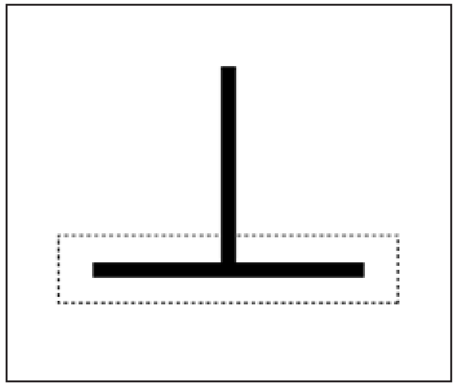
- Original image



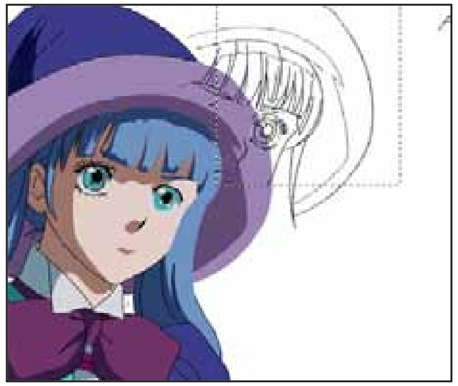
- [New Selection] (only vectors)



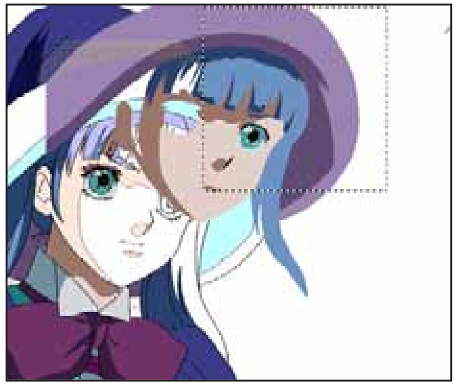
- [Add to Selection] (only vectors)



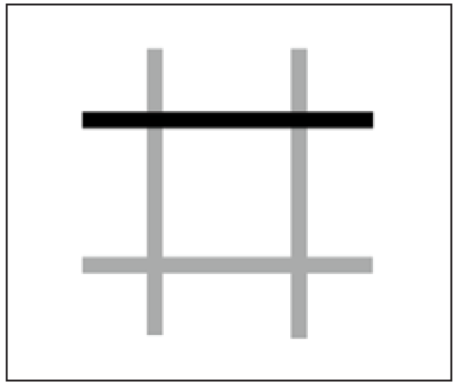
- [Subtract from Selection] (only vectors)



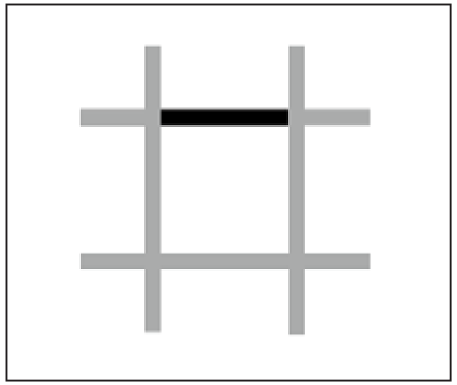
- [Select Paint] OFF
  (Only vectors with PaintMan HD)



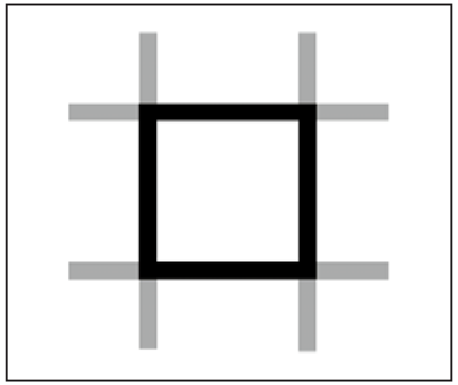
- [Select Line] OFF
  (Only vectors with PaintMan HD)



- [Select Entire Line]
  (only when [Select Line] for vectors is ON)



- [Select Until Intersection]
  (only when [Select Line] for vectors is ON)



- [Select Paint Border Line]
  (only when [Select Line] for vectors is ON)

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Selections using foreground color

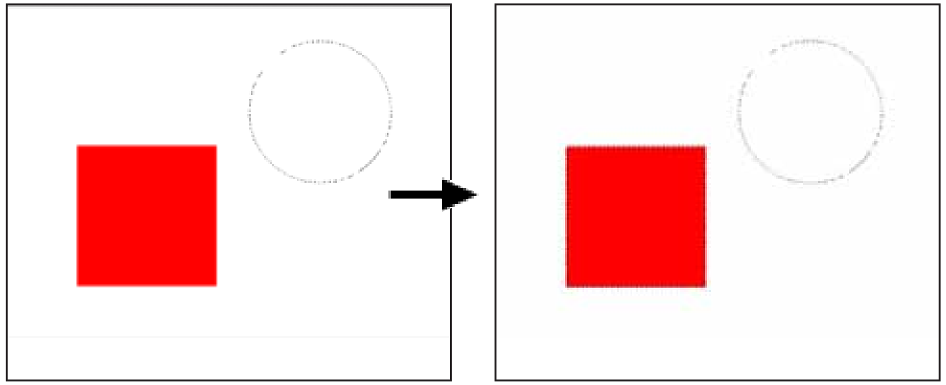
Operations related to selections that make use of the foreground color are grouped under [Selection].

Select Foreground Color [Ctrl/Cmd] + [U]

Selects all parts drawn with the current foreground color.

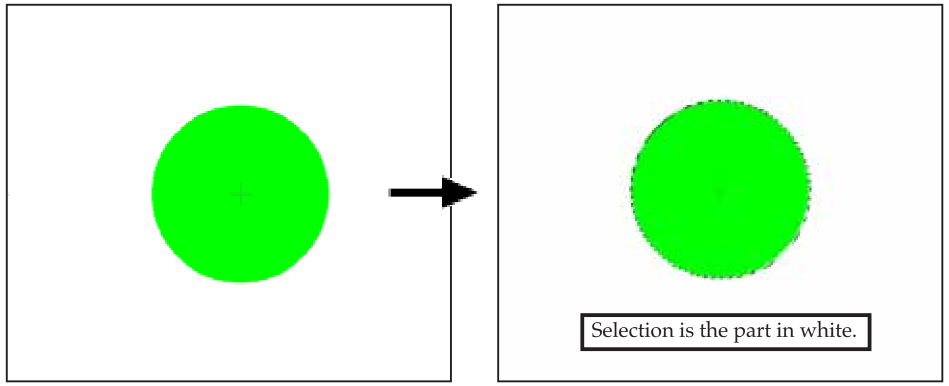
Add Foreground Color to Selection [Ctrl/Cmd] + [Shift] + [U]

Adds the parts drawn with the current foreground color to the current selection.



Select Other Than Foreground Color [Ctrl/Cmd] + [Y]

Selects all parts drawn with other than the current foreground color.



Selection is the part in white.

Tips

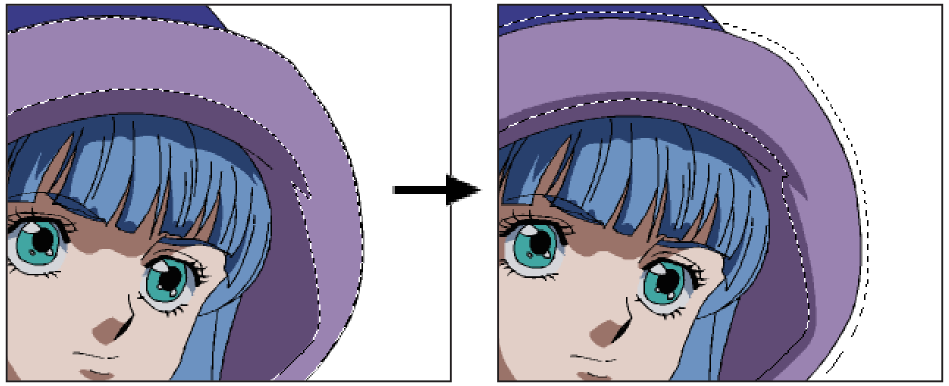
Selecting [Add Foreground Color to Selection] when a "part drawn with the current foreground" has a part in common with the "current selection" creates a selection that is addition of both.

Expanding/Reducing a selection

The [Expand Selection] and [Reduce Selection] allows you to select whether to [Expand Selection] or [Reduce Selection].

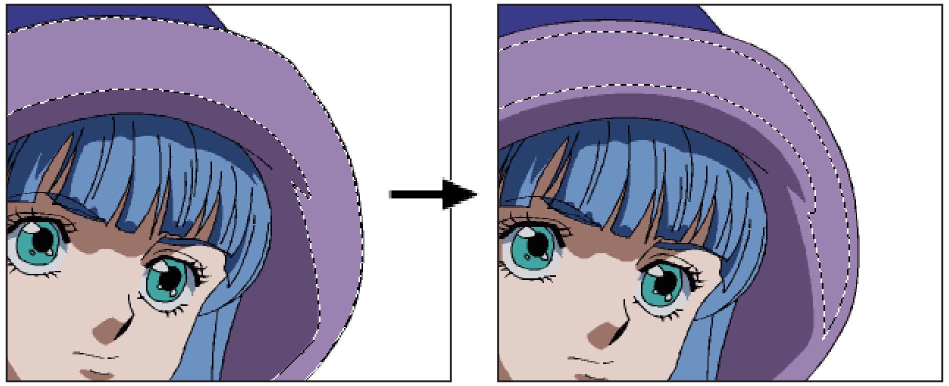
Expanding a selection

Expands the current selection by a specified width.



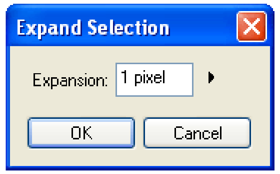
Reducing a selection

Reduces the current selection by a specified width.



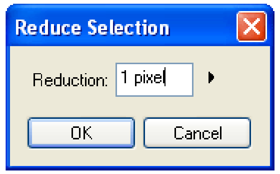
Expand Selection/Reduce Selection dialog box

Selecting the menu item shows the following dialog box. Specify either [Expansion] or [Reduction] as appropriate.



Expand Selection

Expansion: 1 pixel



Reduce Selection

Reduction: 1 pixel

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

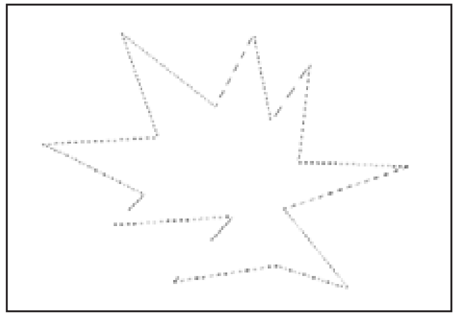
Saving a selection

Converting a selection to layer (Saving)

The procedure for converting the selection into a [Selection Layer] and saving is as follows.

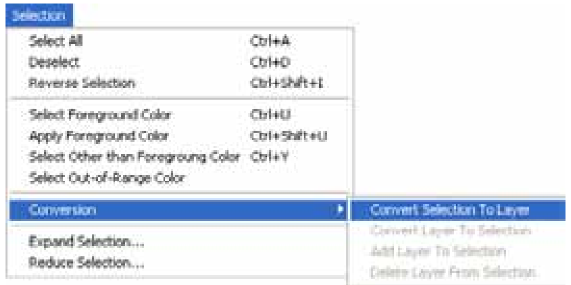
1. Select the target selection.

Select the selection you want to save.



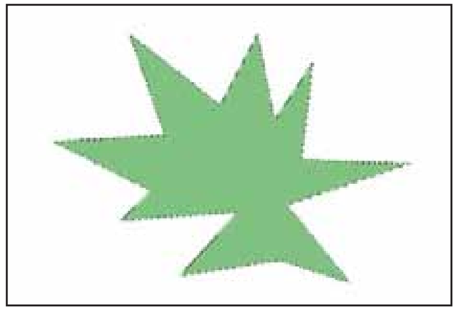
2. Select the command.

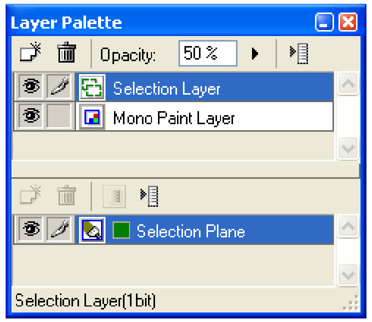
Select [Conversion] → [Convert Selection To Layer] from the [Selection] menu.


Selection
Select All Ctrl+A
Deselect Ctrl+D
Reverse Selection Ctrl+Shift+I
Select Foreground Color Ctrl+U
Apply Foreground Color Ctrl+Shift+U
Select Other than Foregroung Color Ctrl+Y
Select Out-of-Range Color
Conversion
Expand Selection...
Reduce Selection...
Convert Selection To Layer
Convert Layer To Selection
Add Layer To Selection
Delete Layer From Selection

3. Completion

A new [Selection Layer] and [Selection Plane] are created and added to the [Layer Palette].



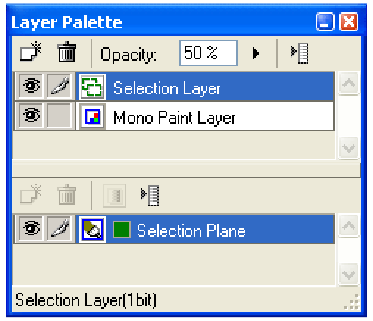

Layer Palette
Opacity:
50 %
Selection Layer
Mono Paint Layer
Selection Plane
Selection Layer(1bit)

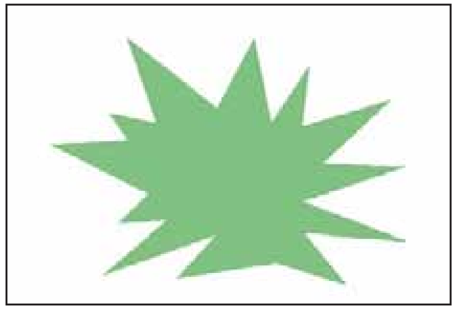
Converting a layer to selection (Loading)

The procedure to load a [Selection Layer] and convert to a selection is as follows.

1. Select the selection layer.

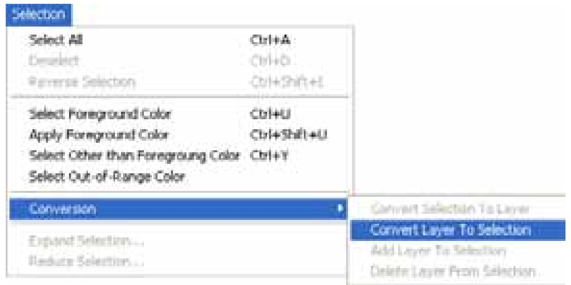
Select the target [Selection Layer] from the [Layer Palette] then open the saved selection.


Layer Palette
Opacity:
50 %
Selection Layer
Mono Paint Layer
Selection Plane
Selection Layer(1bit)



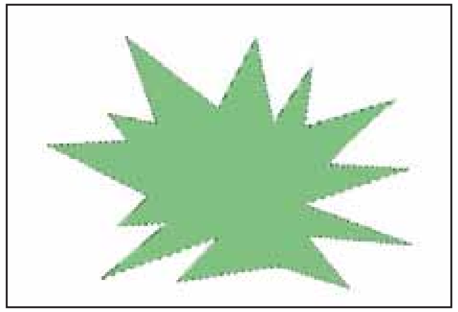
2. Select the command.

Select [Conversion] → [Convert Layer To Selection] from the [Selection] menu.


Selection
Select All Ctrl+A
Deselect Ctrl+D
Reverse Selection Ctrl+Shift+I
Select Foreground Color Ctrl+U
Apply Foreground Color Ctrl+Shift+U
Select Other than Foregroung Color Ctrl+Y
Select Out-of-Range Color
Conversion
Expand Selection...
Reduce Selection...
Convert Selection To Layer
Convert Layer To Selection
Add Layer To Selection
Delete Layer From Selection

3. Completion

A selection is created based on the colored area of the [Selection Layer].



Tips

For selecting a particular selection from a selection layer with multiple selections, use [Shift] + [Magic Wand].

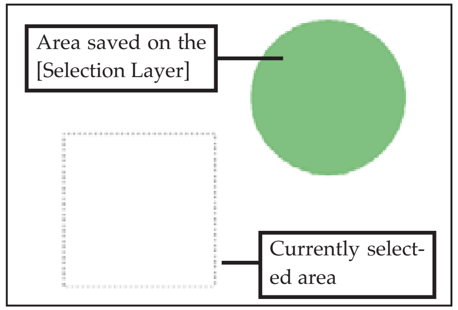
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Adding a selection layer to a selection

The procedure for adding a selection from a [Selection Layer] to a selection in the [Cel] window is as follows. (With [Convert Layer To Selection], the existing selection is overwritten.)

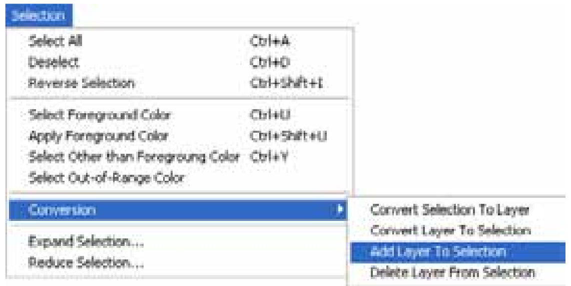
1. Select the selection layer.

Select [Selection Layer] from the [Layer Palette] and open the saved selection you want to add to the selected image.


Area saved on the [Selection Layer]
Currently selected area

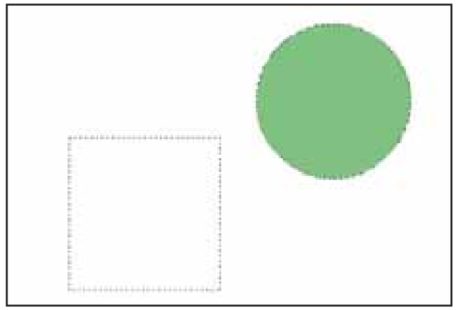
2. Select the command.

Select [Conversion] → [Add Layer To Selection] from the [Selection] menu.


Selection
Select All Ctrl+A
Deselect Ctrl+D
Reverse Selection Ctrl+Shift+I
Select Foreground Color Ctrl+U
Apply Foreground Color Ctrl+Shift+U
Select Other than Foregroung Color Ctrl+Y
Select Out-of-Range Color
Conversion
Expand Selection...
Reduce Selection...
Convert Selection To Layer
Convert Layer To Selection
Add Layer To Selection
Delete Layer From Selection

3. Completion

A selection is created based on the colored area of the [Selection Layer] and added to the existing selection.



Tips

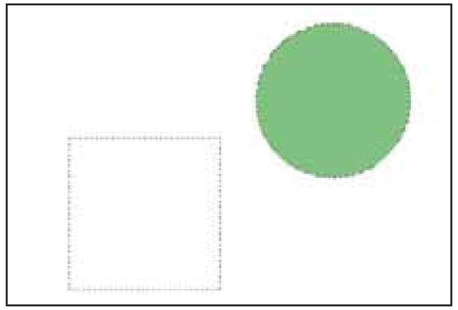
If the image on the [Selection Layer] has a part in common with the existing selection, the created selection is the addition of both.

Deleting a selection layer from a selection

The procedure for deleting the part that overlaps with the colored area of the [Selection Layer] from the selection in the [Cel] window is as follows.

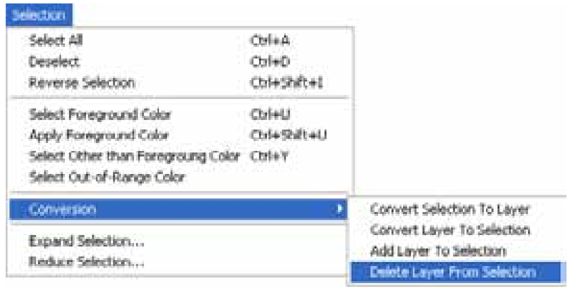
1. Select the selection layer.

Select [Selection Layer] from the [Layer Palette] and open the saved selection you want to add to the selected image.



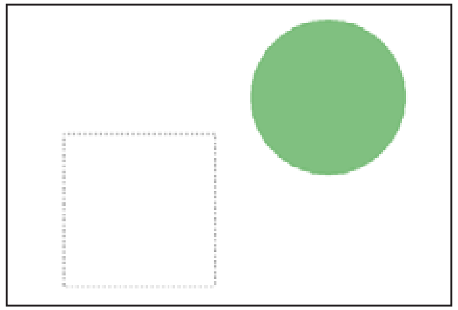
2. Select the command.

Select [Conversion] → [Delete Layer From Selection] from the [Selection] menu.


Selection
Select All Ctrl+A
Deselect Ctrl+D
Reverse Selection Ctrl+Shift+I
Select Foreground Color Ctrl+U
Apply Foreground Color Ctrl+Shift+U
Select Other than Foregroung Color Ctrl+Y
Select Out-of-Range Color
Conversion
Expand Selection...
Reduce Selection...
Convert Selection To Layer
Convert Layer To Selection
Add Layer To Selection
Delete Layer From Selection

3. Completion

The part in the existing selection that overlaps with the colored area of the [Selection Layer] is deleted.



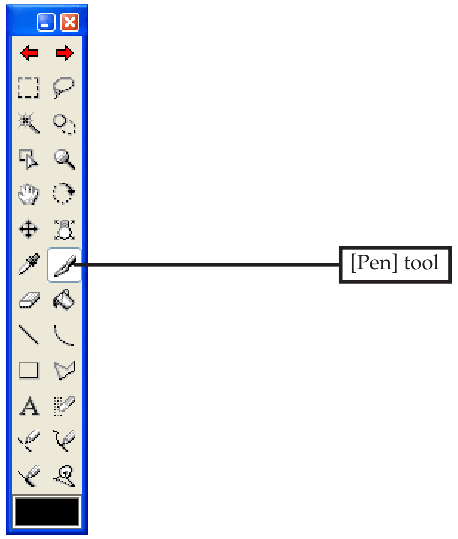
Tips

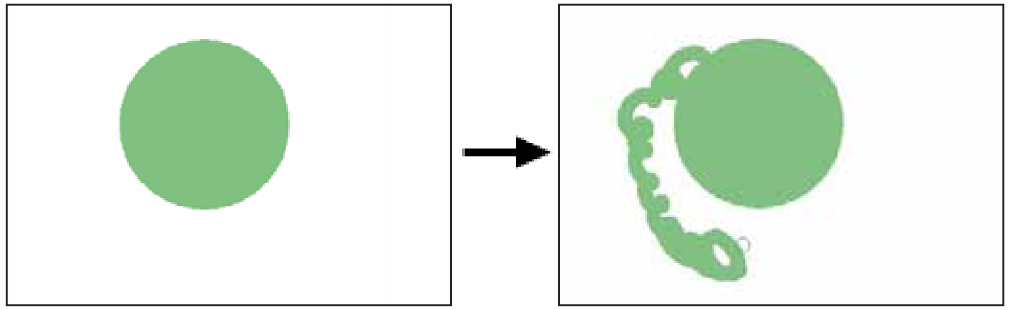
If the image on the [Selection Layer] has a part in common with the existing selection, the created selection is the part that remains from the deduction of the parts in common.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Drawing a selection

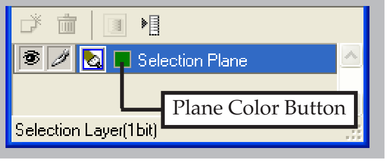
Saved selections can be edited. That is, you can expand a selection saved on the [Selection Layer] by drawing with the [Pen] tool, for example, or reduce by erasing with the [Eraser] tool.





Tips

Foreground color of a [Selection Layer] is changeable.
For changing the color, click the [Plane Color] button for the [Selected Plane] on the [Layer Palette] to open the [Color Settings] or [Color] dialog box that allows you to select the color.



Cutting and Pasting

Basic operations using Cut & Paste

Basic operations related to Cut & Paste are grouped under the [Edit] menu.

Cut [Ctrl/Cmd] + [X]

Cuts the image in a selection (deletes the original image and sends it to the buffer).
The cut image is sent to the copy buffer (clipboard). This image can be pasted to the [Cel] window using the [Paste] command.
The [Cut] command can only cut images on the current layer.

Copy [Ctrl/Cmd] + [C]

Copies the image in a selection (keeps the original image and sends it to the buffer).
The [Copy] command can only copy images on the current layer.

Paste [Ctrl/Cmd] + [V]

Pastes the image in the buffer stored by a [Cut]/[Copy] command, or another application to the [Cel] window.
An image pasted when the [Selection] tool is selected can be moved by drag and drop.
An image in the buffer can be pasted any number of times until it is overwritten by another.
The [Paste] command can only paste to the current layer.

The RETAS!PRO paste function pastes an image with its position (coordinates) kept. However, this is valid only when pasting within RETAS!PRO.

Paste to Selected Plane [Ctrl/Cmd] + [Shift] + [V]

Pastes an image in the buffer stored by a [Cut]/[Copy] command, or another application to a [Plane] on the [Layer Palette] you selected.
The [Paste to Selected Plane] command pastes to the current plane.

Convert & Paste [Ctrl/Cmd] + [Alt/Opt] + [V]

Converts an image in the buffer stored by a [Cut]/[Copy] command, or another application and pastes it to a new layer or a new plane.

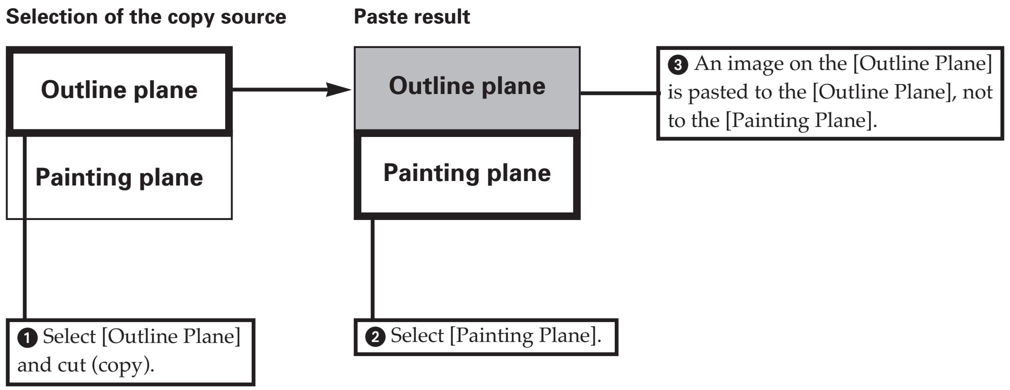
Clear [Delete]

Deletes the image in the selection.
The [Clear] command is valid only on the current layer.

Cut & Paste Specifications in RETAS!PRO HD

The RETAS!PRO [Copy] command also stores the layer and plane attributes of the original (copy source) image. So, even if a different layer and plane is selected in the paste destination, paste is done to a layer and plane having the same attribute as the source.

Operation flow example


Selection of the copy source
Paste result
Outline plane
Painting plane
Outline plane
Painting plane

❸ An image on the [Outline Plane] is pasted to the [Outline Plane], not to the [Painting Plane].

❶ Select [Outline Plane] and cut (copy).

❷ Select [Painting Plane].

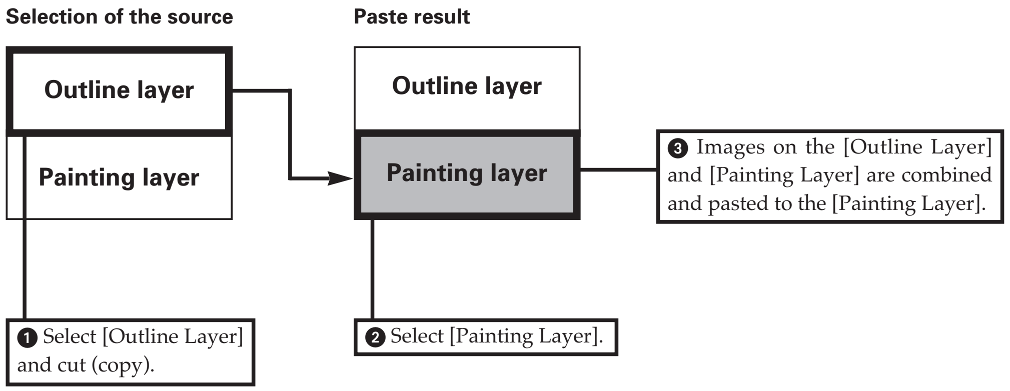
Tips

- To paste to a layer and plane with different attributes in a condition like the indicated above, see "Pasting to a specified layer" in this chapter. When pasting an outline plane drawing with gray line, the pixels of the source and destination images are compared, and pasted using the darker one. This is as selecting [Darken Blend] in CoreRETAS or Photoshop. Therefore, if the image includes parts where the gray line color (reference color) has been changed using the [Color Replace] tool, the finish of parts where gray lines overlap may have poor quality.
- When cutting and pasting gray lines, do the cut and paste with all gray lines having the same color (reference color) and use [Color Replace] tool afterwards to keep quality.

Reference: Cut & Paste Specifications in Ver. 5

In RETAS!PRO Ver. 5, paste is done to the specified layer irrespective of the copy source image attributes.

Operation flow example


Selection of the source
Paste result
Outline layer
Painting layer
Outline layer
Painting layer

❸ Images on the [Outline Layer] and [Painting Layer] are combined and pasted to the [Painting Layer].

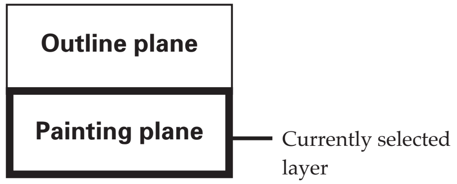
❶ Select [Outline Layer] and cut (copy).

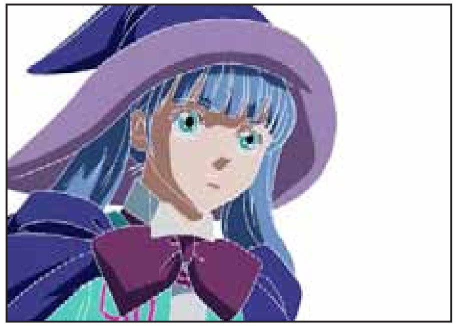
❷ Select [Painting Layer].

Selecting a copy source layer in RETAS!PRO HD

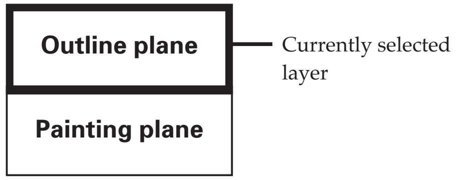
The logic for storing an image to the copy buffer when doing a copy in RETAS!PRO HD is as follows.

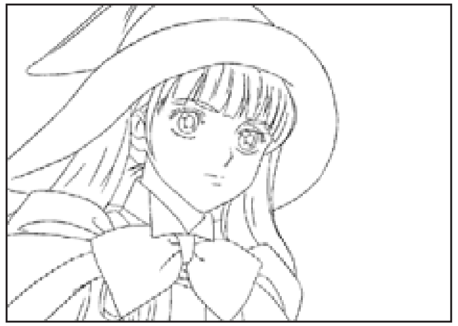
If [Painting Plane] is selected, the image is stored to the copy buffer with the [Painting Plane] as the only copy destination.


Outline plane
Painting plane
Currently selected layer

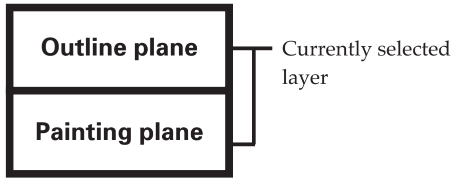

[Painting Plane] image

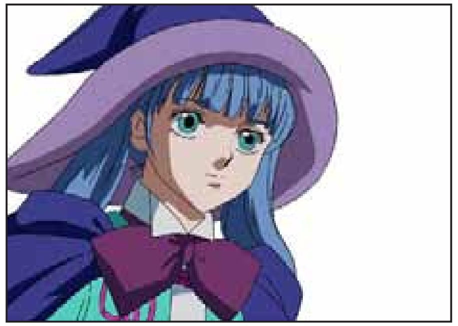
If [Outline Plane] is selected, the image is stored to the copy buffer with the [Outline Plane] as the only copy destination.


Outline plane
Currently selected layer
Painting plane


[Outline Plane] image

If both [Painting Plane] and [Outline Plane] are selected, the image is stored to the copy buffer with the [Painting Plane] and [Outline Plane] as copy destinations.

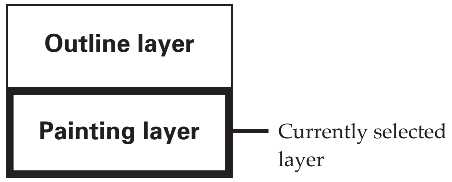

Outline plane
Currently selected layer
Painting plane

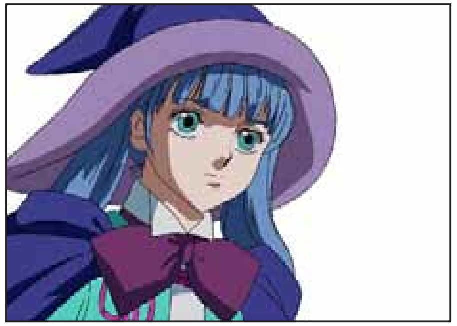

[Painting Plane] + [Outline Plane] image

Reference: Selecting a copy source layer in Ver. 5

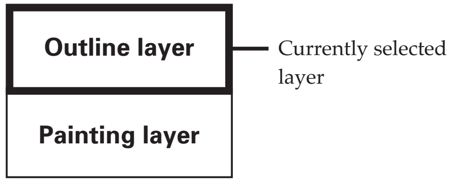
The logic for storing an image to the copy buffer when doing a copy in RETAS!PRO Ver. 5 is as follows.

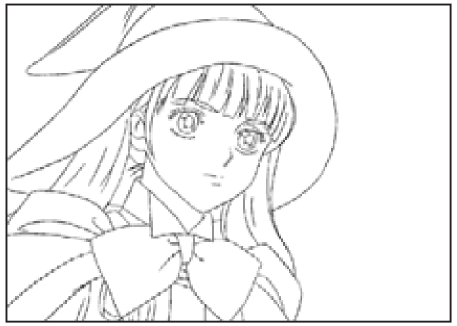
If [Painting Layer] is selected, an overlap of the [Paint Layer] and [Outline Layer] images is stored to the copy buffer.


Outline layer
Painting layer
Currently selected layer


[Painting Plane] + [Outline Plane] image

If [Outline Layer] is selected, only the [Outline Layer] image is stored in the copy buffer.


Outline layer
Currently selected layer
Painting layer


[Outline Plane] image

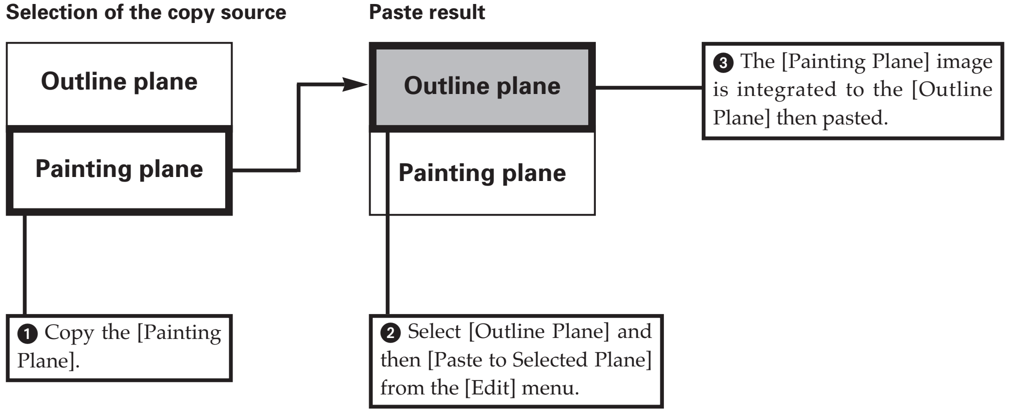
Tips

To do a copy similar to that in Ver. 5 with RETAS!PRO HD, you need to select both the [Painting Plane] and [Outline Plane].

Pasting to a specified layer

The procedure for copying to a layer and plane with different attributes using [Paste to Selected Plane] is as follows.

[Paste to Selected Plane] example


Selection of the copy source
Paste result
Outline plane
Painting plane
Outline plane
Painting plane

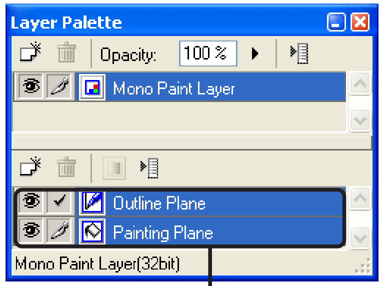
❸ The [Painting Plane] image is integrated to the [Outline Plane] then pasted.

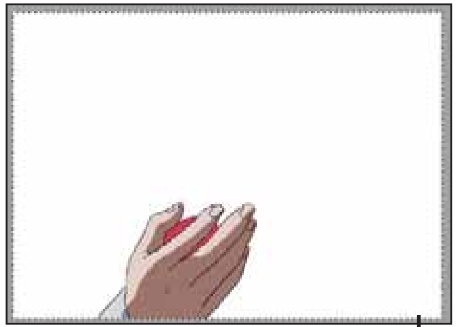
❶ Copy the [Painting Plane].

❷ Select [Outline Plane] and then [Paste to Selected Plane] from the [Edit] menu.

1. Open the copy source layer.

Select the plane that contains the image you want to copy from the [Layer Palette]. Select the whole [Cel] window and copy.


Layer Palette
Opacity: 100 %
Mono Paint Layer
Outline Plane
Painting Plane
Mono Paint Layer(32bit)

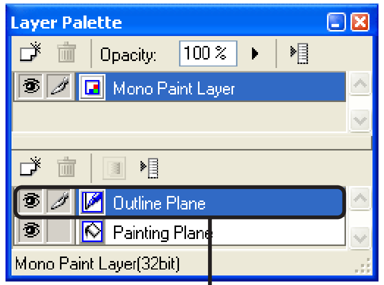


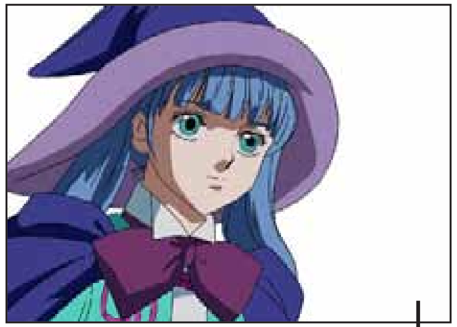
❶ In this example both [Outline Plane] and [Painting Plane] are selected as the entire image is to be copied.

❷ Select the entire image.

2. Select the paste destination plane.

Select the plane to which you want to paste the image from the [Layer Palette].


Layer Palette
Opacity: 100 %
Mono Paint Layer
Outline Plane
Painting Plane
Mono Paint Layer(32bit)



❶ Select the [Outline Plane] of the paste destination image.

❷ Open the paste destination image.

3. Select [Paste to Selected Plane].

Select [Paste to Selected Plane] from the [Edit] menu.

4. Completion

The image is pasted to the selected plane.

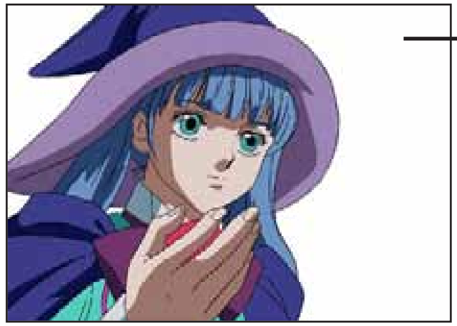


Image after paste

Images are in floating state immediately after paste. To confirm the paste, select [Deselect] from the [Edit] menu.

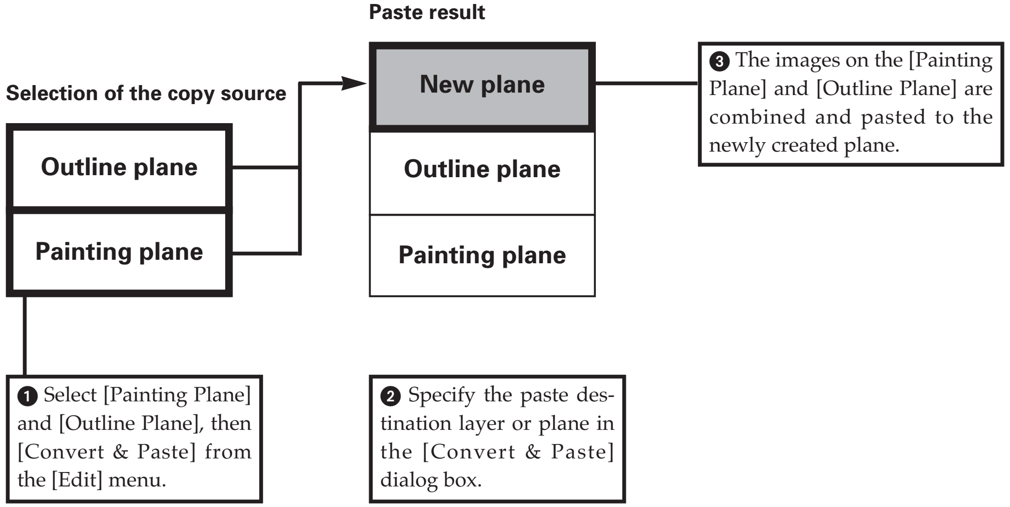
Tips

Dragging on the [Cel] window immediately after paste (when the image is in floating state) moves the image position.

Pasting to a new layer

The procedure for pasting to a newly created layer and plane using [Convert & Paste] is as follows.

[Convert & Paste] example


Paste result
Selection of the copy source
Outline plane
Painting plane
New plane
Outline plane
Painting plane

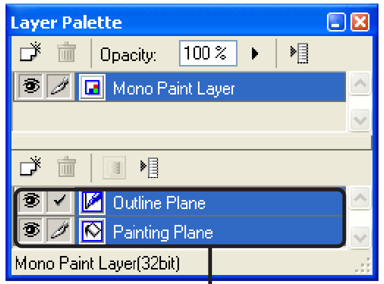
❸ The images on the [Painting Plane] and [Outline Plane] are combined and pasted to the newly created plane.

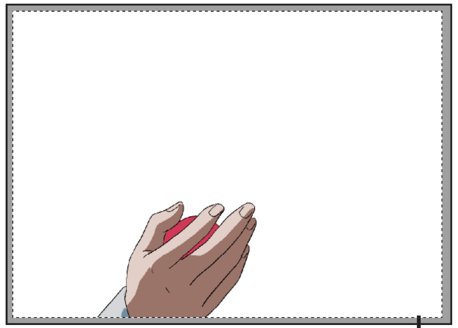
❶ Select [Painting Plane] and [Outline Plane], then [Convert & Paste] from the [Edit] menu.

❷ Specify the paste destination layer or plane in the [Convert & Paste] dialog box.

1. Open the copy source layer.

Select the plane that contains the image you want to copy from the [Layer Palette]. Select the whole [Cel] window and copy.


Layer Palette
Opacity:
100 %
Mono Paint Layer
Outline Plane
Painting Plane
Mono Paint Layer(32bit)

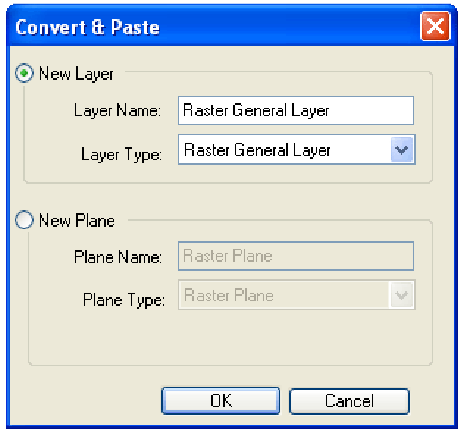


❶ In this example both [Outline Plane] and [Painting Plane] are selected as the entire image is to be copied.

❷ Select the entire image.

2. Select [Convert & Paste].

Select [Convert & Paste] from the [Edit] menu. The [Convert & Paste] dialog box appears. You can select the destination for the conversion (layer or plane) by selecting the corresponding radio button.



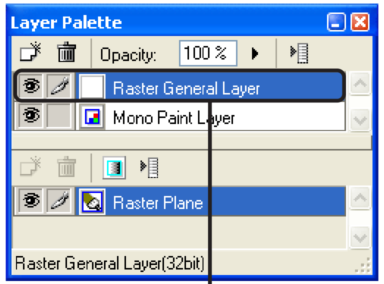
Convert & Paste

● New Layer
Layer Name: Raster General Layer
Layer Type: Raster General Layer

○ New Plane
Plane Name: Raster Plane
Plane Type: Raster Plane

3. Completion

A new plane is created and the image pasted there.


Layer Palette
Opacity:
100 %
Raster General Layer
Mono Paint Layer
Raster Plane
Raster General Layer(32bit)

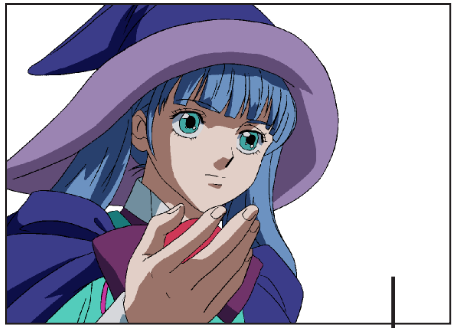


Image after paste

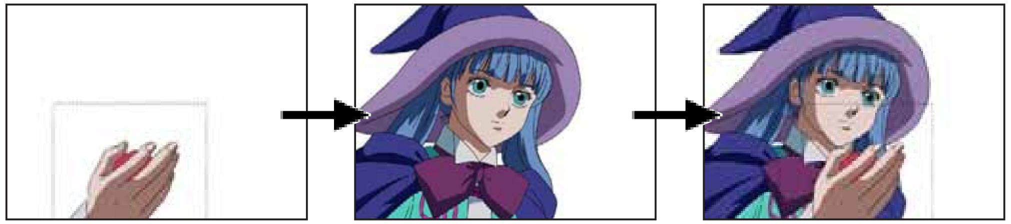
Newly created layer.

Images are in floating state immediately after paste. To confirm the paste, select [Deselect] from the [Edit] menu.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Position of a pasted image

In paste, the coordinates in the copy source are kept.

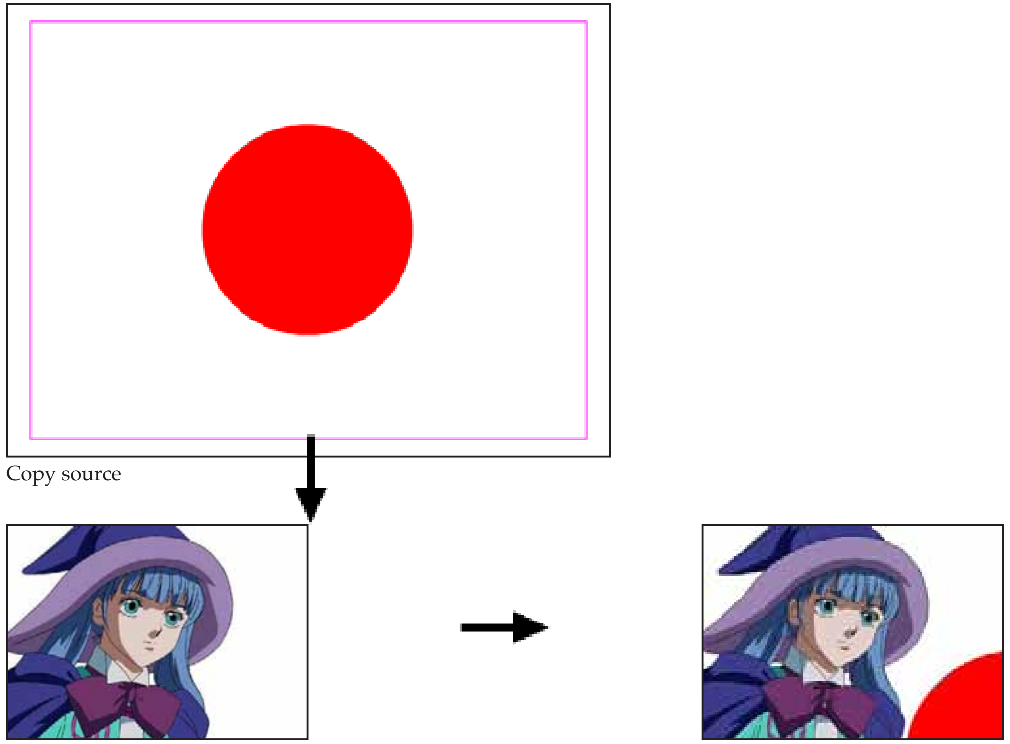


Copy source

Paste destination

Paste result

The coordinates are kept even when the copy source coordinates are larger than those of the paste destination.



Copy source

Paste destination

Paste result

RETAS!PRO

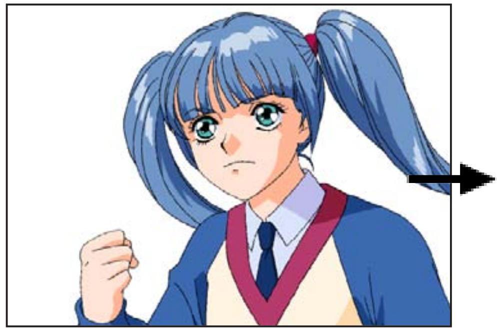
Chapter 11

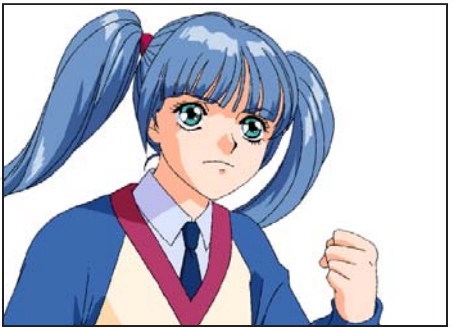
Editing Images

Transforming an image entirely

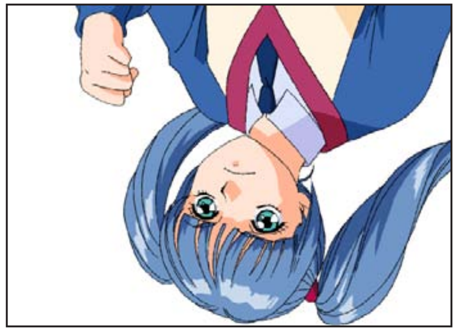
Mirror [Cel] → [Mirror] → [Horizontal]/[Vertical]

Inverts an image in the horizontal or vertical direction.





[Horizontal]



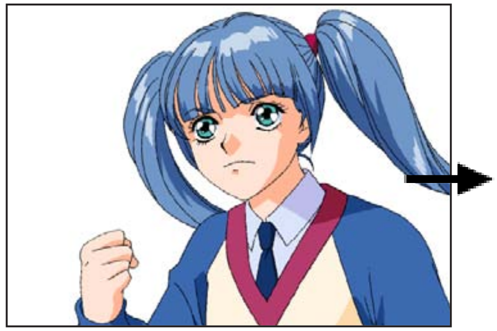
[Vertical]

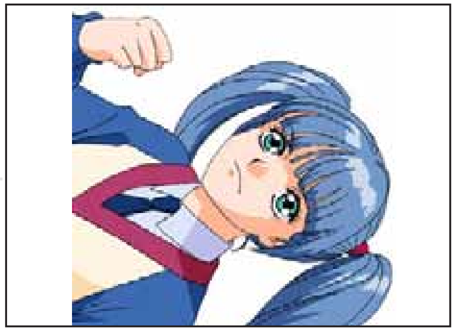
Tips

Transform commands under the [Cel] menu or the [Edit] menu not only modifies the way an image is shown on the screen but the actual data as well. Be careful not to confuse with the reverse or rotate commands under the [View] menu or in the [Tool Bar].

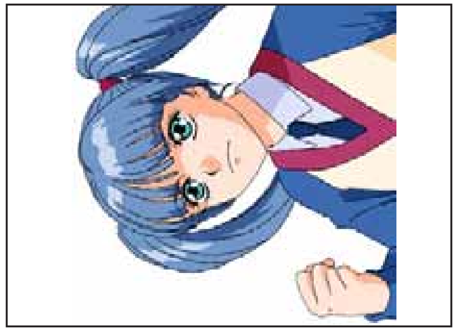
Rotate [Cel] → [Rotate] → [Left]/[Right]

Rotates the image in 90 degrees.





[Right]

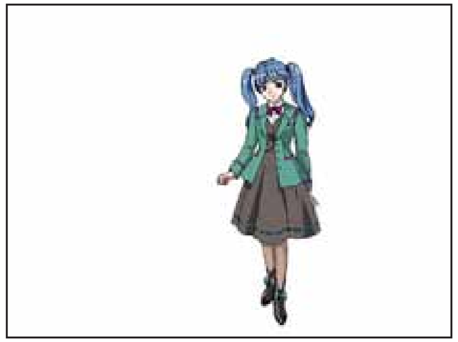


[Left]

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Copying a selection

The procedure for copying a selection which is convenient when you need multiple copies of the same image is as described below.



Original image

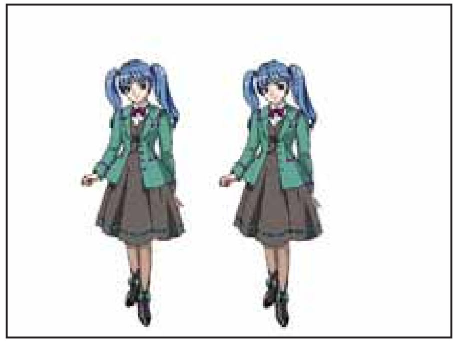
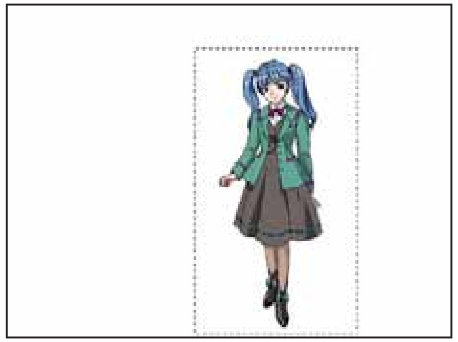


Image with a pasted and displaced copy.

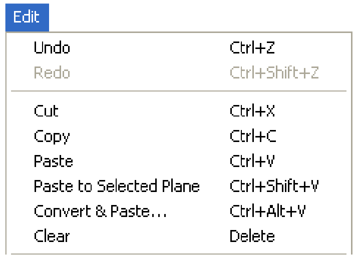
1. Make a selection.

Select the image you want to copy or move using the [Selection] tool.



2. Select the command.

Select [Cut] or [Copy] from the [Edit] menu then select [Paste] from the [Edit] menu for the paste destination layer to paste the copy of the image.

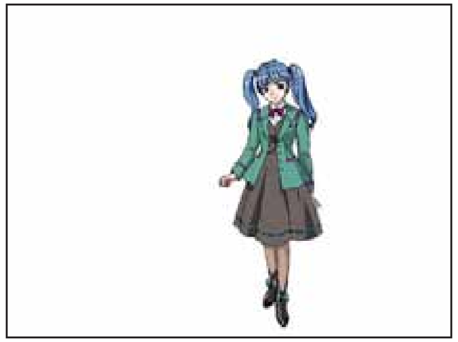

Edit
Undo Ctrl+Z
Redo Ctrl+Shift+Z
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Paste to Selected Plane Ctrl+Shift+V
Convert & Paste... Ctrl+Alt+V
Clear Delete

Tips

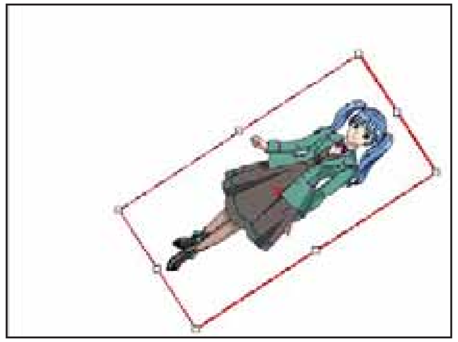
The copy of an image is pasted to the same coordinates as the original image. To change the position of the image, drag with the [Move] tool.

Transforming a selection

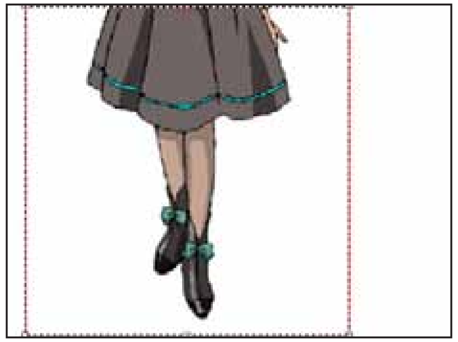
To edit an image partially, make a selection then select [Transform] from the [Edit] menu and execute one of the commands as indicated in the procedure below. Note that these transformations are different from those using the tool bar or the [View] menu in the sense that they not only change the way an image is shown on the screen but the image data as well.



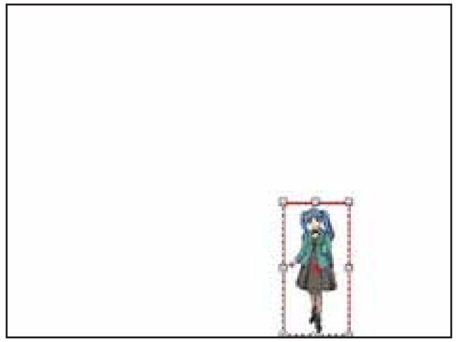
Original image



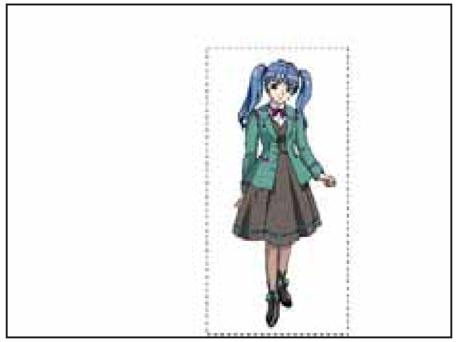
[Rotate]



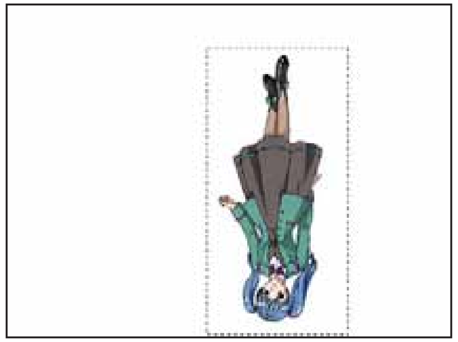
[Zoom In]



[Zoom Out]



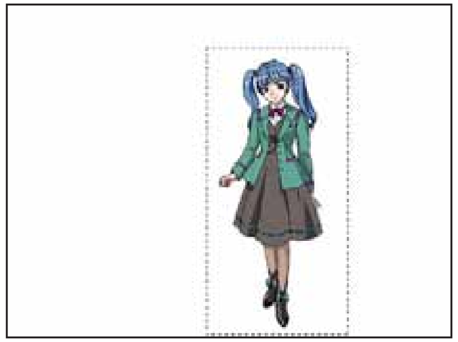
[Flip Horizontal]



[Flip Vertical]

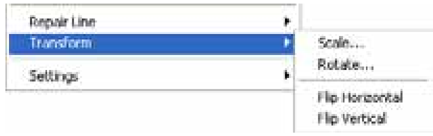
1. Make a selection.

Specify the area of the image you want to edit using the [Selection] tool.



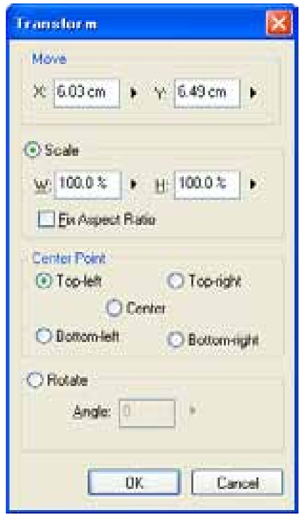
2. Select the command.

Select [Transform] from the [Edit] menu then the command you want to execute. If you select [Scale...] or [Rotate...], a [Transform] dialog box appears. (if you select [Flip Horizontal] or [Flip Vertical], the command is executed)



3a. Transform by configuring the Transform dialog box settings.

Configure the detailed settings. You can configure while confirming the result in the [Cel] window which acts as a preview.



Transform

Move

X: 6.03 cm Y: 6.49 cm

● Scale

W: 100.0 % H: 100.0 %

☐ Fix Aspect Ratio

Center Point

● Top-left ○ Top-right

○ Center

○ Bottom-left ○ Bottom-right

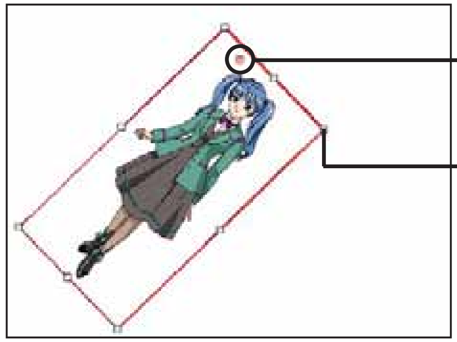
○ Rotate

Angle: 0

- **[Move]**
  Allows you to specify the horizontal position (X) and the vertical position (Y) for the move.
- **[Scale]**
  Allows you to specify the scale as a relation between [W] (width) and [H] (height) in %.
- **[Fix Aspect Ratio]**
  Selecting this check box allows you to resize by keeping the aspect ratio constant.
- **[Center Point]**
  Allows you to select the position of the center point for the transformation from among [Top-left], [Top-right], [Center], [Bottom-left], and [Bottom-right].
- **[Rotate]**
  Allows you to change the rotation angle.

3b. Transform by dragging.

Drag the red frame directly to scale and/or rotate the selection.

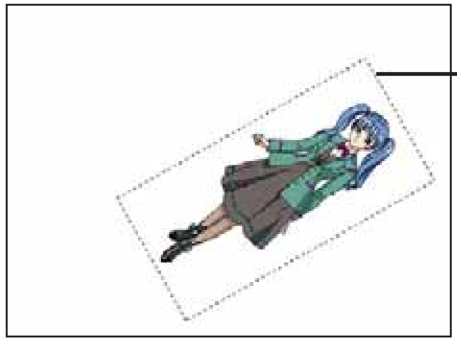


Drag the [Center Point] to move the center of rotation.

Drag the handle with the [Shift] key held down to scale with constant aspect ratio.

4. Confirm the transformation.

After changing, click [OK] to confirm the edited content.

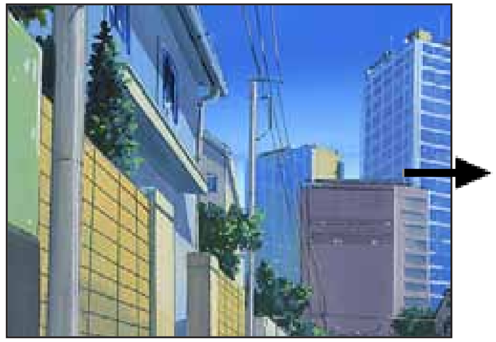


Press [Ctrl/Cmd] + [D] (or by selecting [Selection] → [Deselect]) to deselect the selection that remains active.

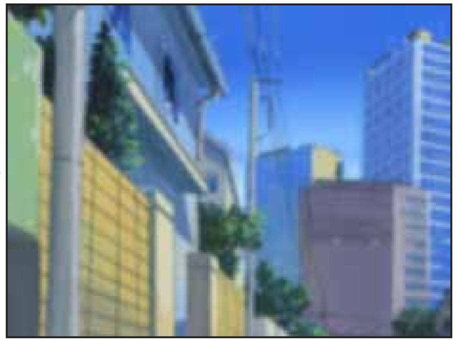
Filter

What is a filter?

[Filter] is a function for applying various types of compensations and/or effects to an image.

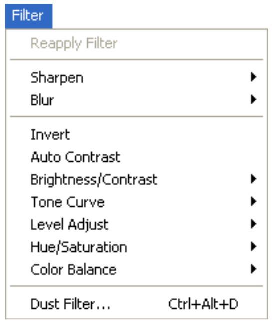


Original image



Example: Gaussian blur

Applying a filter


Filter
Reapply Filter
Sharpen
Blur
Invert
Auto Contrast
Brightness/Contrast
Tone Curve
Level Adjust
Hue/Saturation
Color Balance
Dust Filter... Ctrl+Alt+D

Example from PaintMan HD

1. Select an area.

Specify the area to which you want to add a filtering effect using the [Selection] tool. If no selection is made, the whole active plane is assumed as the filtering target.

2. Select the menu.

Select the command you want to execute from the [Filter] menu. [Sharpen (Heavy)], [Sharpen (Light)], [Blur (Heavy)], [Blur (Light)], [Invert], and [Auto Contrast] are filter commands that are executed immediately when selected.

3. Configure the detailed settings.

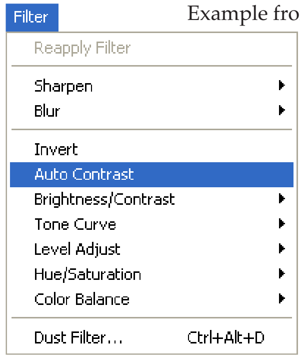
[Brightness/Contrast], [Tone Curve], [Level Adjust], [Hue/Saturation], [Color Balance], [Unsharp Mask], and [Gaussian Blur] are filter commands that need further settings. Select [Settings...] to open the settings dialog box. Adjust the parameters while confirming the result in the [Preview].

4. Execute.

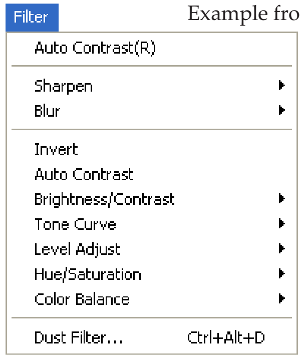
Select [Apply] under each of the commands of the [Filter] menu, or click the [Apply] button on the settings dialog box to execute the filtering.

Re-applying a filter

When a command under the [Filter] menu is executed, that command is copied to the first row under the [Filter] menu.

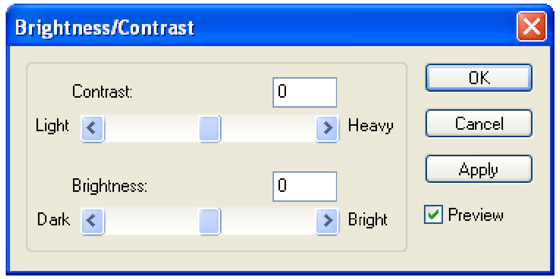

Filter
Reapply Filter
Sharpen
Blur
Invert
Auto Contrast
Brightness/Contrast
Tone Curve
Level Adjust
Hue/Saturation
Color Balance
Dust Filter... Ctrl+Alt+D

Example from PaintMan HD


Filter
Auto Contrast(R)
Sharpen
Blur
Invert
Auto Contrast
Brightness/Contrast
Tone Curve
Level Adjust
Hue/Saturation
Color Balance
Dust Filter... Ctrl+Alt+D

Example from PaintMan HD

Settings dialog box: Common items


Brightness/Contrast
Light
Heavy
Dark
Bright
OK
Cancel
Apply

Contrast: 0

Brightness: 0

☑ Preview

- **[OK] button**
  Saves the current settings and closes the dialog box. The image remains unchanged.
- **[Cancel] button**
  Cancels the current settings and closes the dialog box. The image remains unchanged.
- **[Apply] button**
  The image changes as settings are applied each time the button is clicked.
- **[Preview]**
  Selecting the check box allows you to make fine adjustments while confirming the preliminary result of the execution in the [Cel] window.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Chapter 12

Batch Processing

Basic operations using Batch Processing

"Batch Processing" is a processing in which a series of predefined procedures is executed automatically.
In RETAS!PRO HD, batch processing is executed using the [Batch Palette].

Batch processing operations

The procedure for configuring [Input], [Batch Processing Items], and [Output] which are the three main components of the [Batch Palette] is as indicated below.

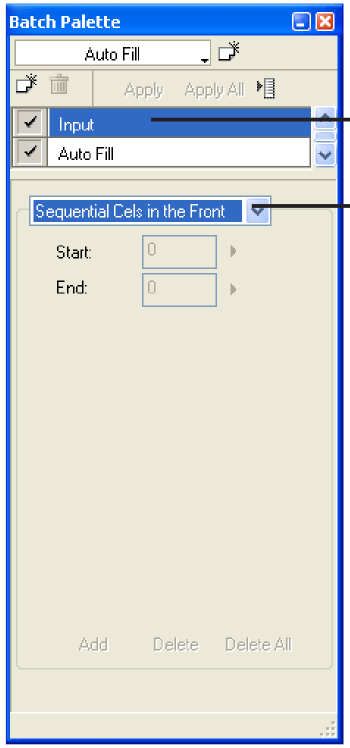
Input (scanner)

Batch settings (batch processing)

Output (save destination)

1. Configure the batch processing input settings.

Specify the device from which the target image data will be input.


Batch Palette
Auto Fill
Apply
Apply All
Input
Auto Fill
Sequential Cels in the Front
Start:
End:
Add
Delete
Delete All

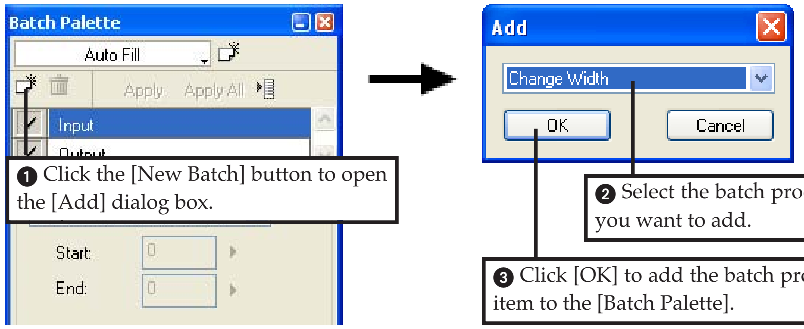
❶ Select [Input] menu.

❷ Select the input method.
- **[Folder]**
Target of the batch processing is a folder.
- **[File]**
Target of the batch processing is a file.
- **[Sequential Cels in the Front]**
Target of the batch processing is the sequential files within which the image currently shown in the front is included (sequential files loaded to the file previewer).

(Screen image from PaintMan HD)

2. Add a batch processing item.

You can add a batch processing item to the [Batch Palette].


Batch Palette
Auto Fill
Apply
Apply All
Input
Output
Start:
End:
Add
Change Width
OK
Cancel

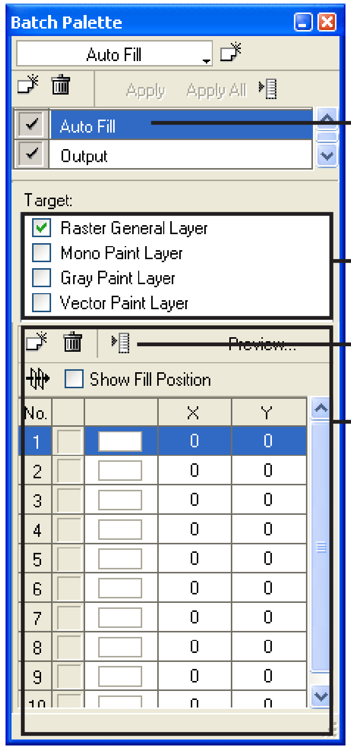
❶ Click the [New Batch] button to open the [Add] dialog box.

❷ Select the batch processing item you want to add.

❸ Click [OK] to add the batch processing item to the [Batch Palette].

3. Configure the batch processing items and select the target layer.

Configure each of the batch setting items and select the target layer.


Batch Palette
Auto Fill
Apply
Apply All
Auto Fill
Output
Target:
☑ Raster General Layer
☐ Mono Paint Layer
☐ Gray Paint Layer
☐ Vector Paint Layer
Preview...
☐ Show Fill Position
No.
X
Y

❶ Select the batch processing item to configure.

❸ Select the batch processing target layer.

Show menu

❷ Configure the settings specific to the batch processing item. For details, see:
- "Batch processing items" in this chapter.
- "Filters" in "Chapter 11".

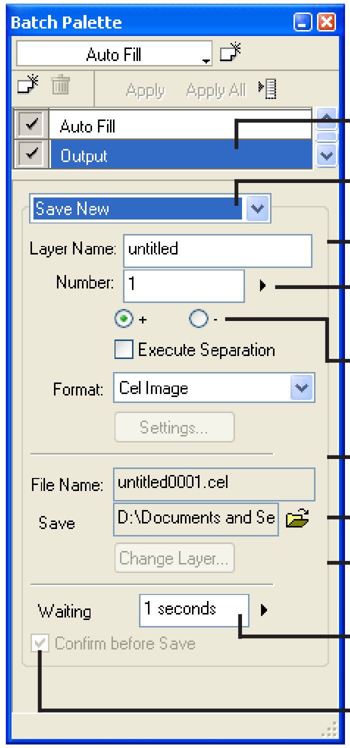
(Screen image from PaintMan HD)

Tips

The batch processing will not be executed if no target layer is specified for a batch processing item that has [Target:] as one of the required entries.

4. Configure the batch processing output settings.

Specify the data output settings for the batch processing.



Screen example from PaintMan HD

Batch Palette

Auto Fill

Apply / Apply All

☑ Auto Fill

☑ Output

Save New

Layer Name: untitled

Number: 1

● + ○ -

☐ Execute Separation

Format: Cel Image

Settings...

File Name: untitled0001.cel

Save D:\Documents and Se

Change Layer...

Waiting 1 seconds

☑ Confirm before Save

❶ 1 Select [Output] menu.

❷ Select the save mode: [Save New], [Save Copy], or [Overwrite] (Save).

❻ Enter a filename.

❼ Enter a file number.

❽ Select [+] if you want to increment the number for each new file to save, or select [-] if you want to decrement for each new file to save.

❺ Select the image file format in which you want to save the data.

❸ Select the save folder.

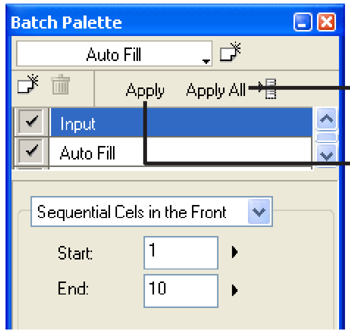
❹ Select the save cel folder.

You can specify a waiting time until the next file is opened after completing a batch processing item.

Select this check box if you want to confirm the processing result on the image before saving the data.

5. Execute.

Execute the batch processing when configuration of [Input], [Batch Processing Item], and [Output] including [Target] is complete.



Batch Palette

Auto Fill

Apply / Apply All

☑ Input

☑ Auto Fill

Sequential Cels in the Front

Start: 1

End: 10

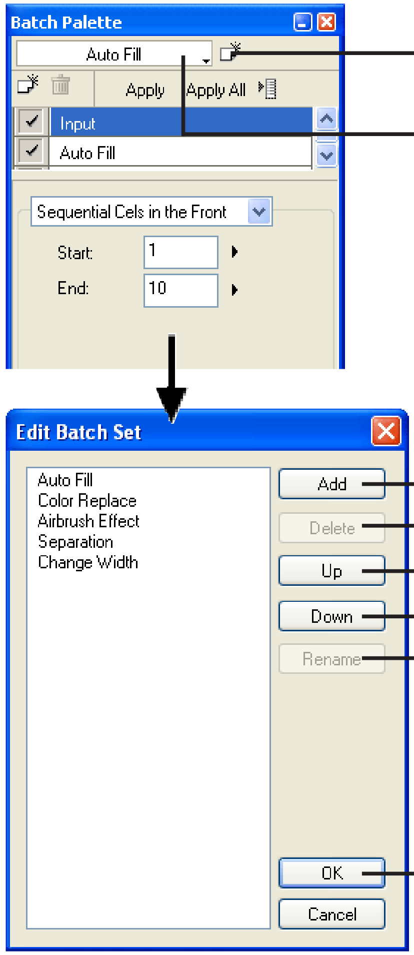
Click [Apply All] to execute the batch processing on all of the images selected in Input.

Click [Apply] to execute the batch processing only on the image currently shown in the [Cel] window.

(Screen image from PaintMan HD)

Saving the batch processing items list

The procedure for saving a batch processing items list is as follows. You may have multiple lists saved.



Batch Palette

Auto Fill

Apply / Apply All

☑ Input

☑ Auto Fill

Sequential Cels in the Front

Start: 1

End: 10

Edit Batch Set

Auto Fill
Color Replace
Airbrush Effect
Separation
Change Width

❶ Click to open the [Edit Batch Set] dialog box that allows you to edit the batch processing items list.

Batch processing items list

❷ You can add/delete a batch processing item to/from the list.

You can change the order of a batch processing item in the list.

You can rename the batch processing list.

❸ Click [OK] to close the dialog.

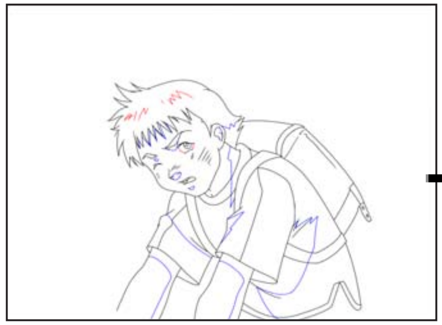
Screen example from PaintMan HD

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

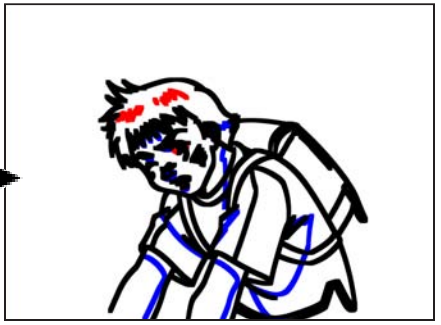
Batch processing items

Change Width

This function changes the line width in multiple images at once.
The procedure for executing the Change Width is by selecting [Change Width] from the batch processing items under the [Batch Palette] as described below.



Original image

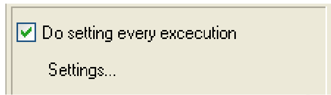


After Change Width

1. Open the Cel window.

Open the window with the image on which you want to execute the processing.

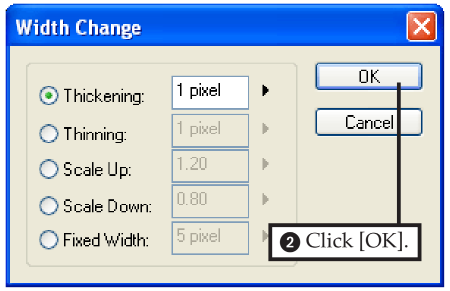
2. Specify the line width.



☑ Do setting every excecution
Settings...

[Batch Palette]

❶ Click [Settings...].



Width Change

● Thickening: 1 pixel
○ Thinning: 1 pixel
○ Scale Up: 1.20
○ Scale Down: 0.80
○ Fixed Width: 5 pixel

❷ Click [OK].

[Change Width] dialog box

- **[Thickening]**
  Thickens the line width by the specified value.
- **[Thinning]**
  Thins the line width by the specified value.
- **[Scale Up]**
  Enlarges the line by the specified percentage.
- **[Scale Down]**
  Reduces the line by the specified percentage.
- **[Fixed Width]**
  Fixes the line width to the specified value.

Tips

Selecting [Do setting every execution] on the [Batch Palette] opens the [Change Width] dialog box for each of the cels to be processed so that you can configure the settings.

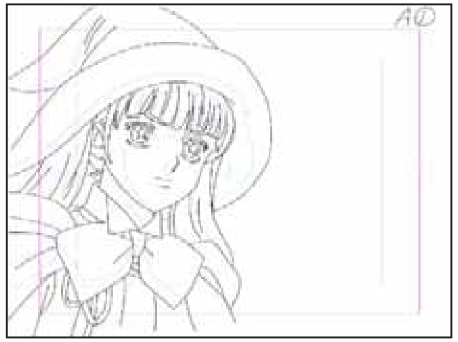
Chapter 13

Shadow Markup, Direction, and Text

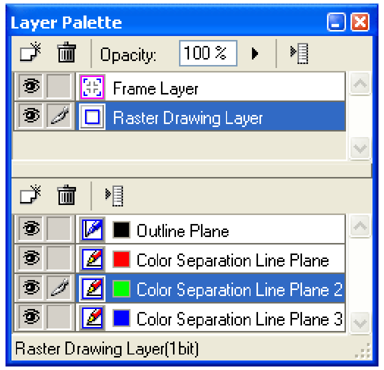
Shadow markup

Entering a shadow markup (Fill tool)

The procedure for entering the shadow markup, which is the step after inbetweening is as follows.



Original image


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

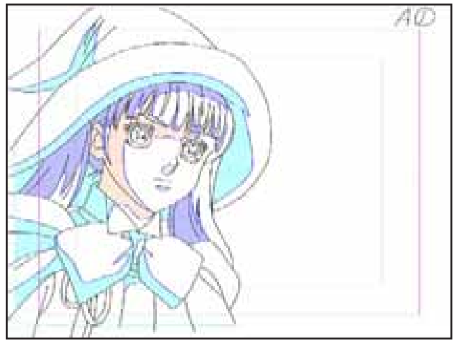
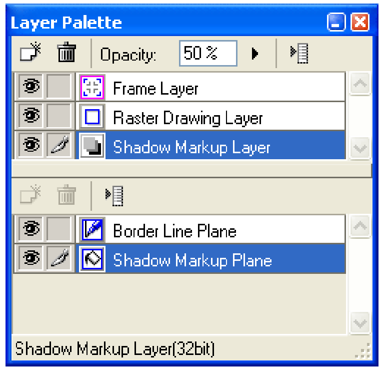


Image with shadow markup using [Fill] tool


Layer Palette
Opacity: 50 %
Frame Layer
Raster Drawing Layer
Shadow Markup Layer
Border Line Plane
Shadow Markup Plane
Shadow Markup Layer(32bit)

Shadow markup layer

This is a layer for entering [Shadow Markup], which is of utmost importance for painting, before sending the data to finishing (painting). With the [Fill] tool, you can enter shadow markup, highlight markup, and transparency markup. Since shadow markup can be referenced at the finishing process as such, directions regarding shadows can be transmitted to downstream processes by passing only the image.

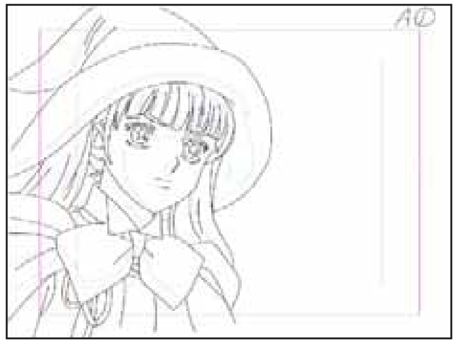
Tips

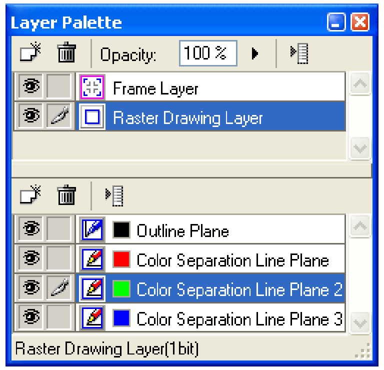
There are no fixed rules. However, the following colors are generally used for highlight and BL (black), and the same color for parts that needs to be painted in the same color.

- **Highlight: Yellow**
- **BL (black): Green**

1. Open the Cel window.

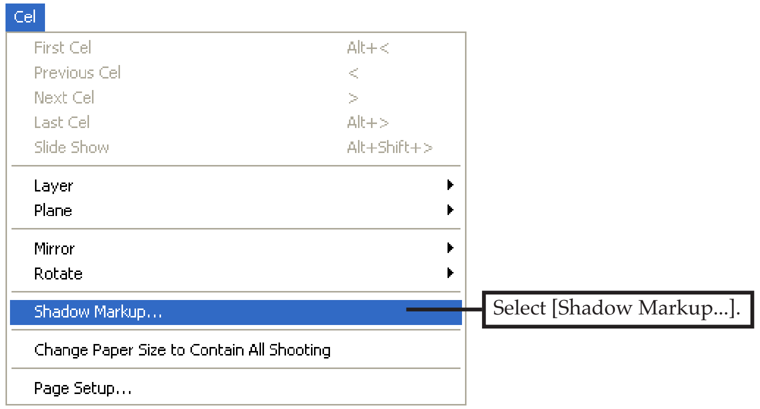
Open the target inbetween from the [File Browser].




Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

2. Select the command.

Select [Shadow Markup...] from the [Cel] menu. The [Shadow Markup] dialog box appears.

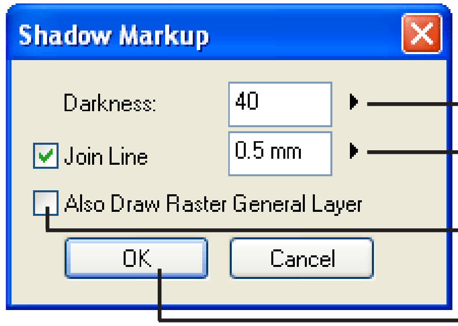

Cel
First Cel Alt+<
Previous Cel <
Next Cel >
Last Cel Alt+>
Slide Show Alt+Shift+>
Layer
Plane
Mirror
Rotate
Shadow Markup...
Change Paper Size to Contain All Shooting
Page Setup...

Select [Shadow Markup...].

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

3. Configure the shadow markup settings.

Configure the settings then click [OK] to create the [Shadow Markup Layer].



Shadow Markup

Darkness: 40

☑ Join Line 0.5 mm

☐ Also Draw Raster General Layer

Adjust the fill color darkness.

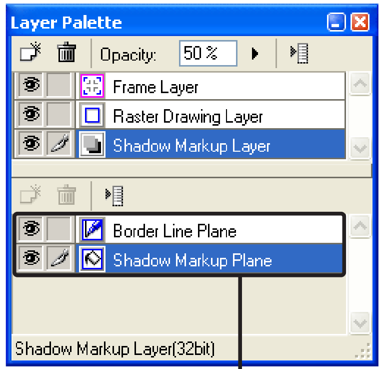
Gaps in a line smaller than the value specified here are closed to avoid paint overflow.

Select the check box when also drawing on the [Raster General Layer].

Click [OK] to create the [Shadow Markup Layer].

4. Fill the shadow markup layer.

The [Shadow Markup Layer] is added to the [Layer Palette]. Select the [Shadow Markup Plane] to fill.
Select [Fill] tool from the [Tool] palette to fill the [Shadow Markup] plane. Clicking [Foreground Color] button on the [Tool] palette opens the [Color Settings/Color] dialog box that allows you to select a color for the shadow markup.

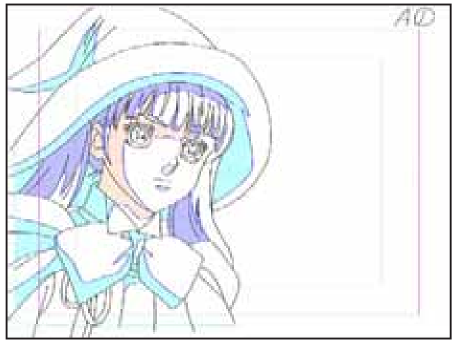


Layer Palette

Opacity: 50 %

Frame Layer
Raster Drawing Layer
Shadow Markup Layer
Border Line Plane
Shadow Markup Plane
Shadow Markup Layer(32bit)

The [Shadow Markup Layer] is added to the view, and the [Border Line Plane] and [Shadow Markup Plane] are generated.



Tips

The [Border Line Plane] and [Shadow Markup Plane] of the [Shadow Markup Layer] are equivalent to the [Outline Plane] and [Painting Plane] of the [Painting Layer], respectively.

Entering a shadow markup (Pen tool)

Shadow markup is also possible by filling the [Shadow Markup Layer] using the [Pen] tool. In this case, the procedure is as follows.

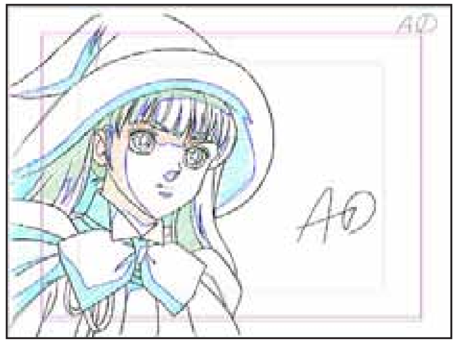
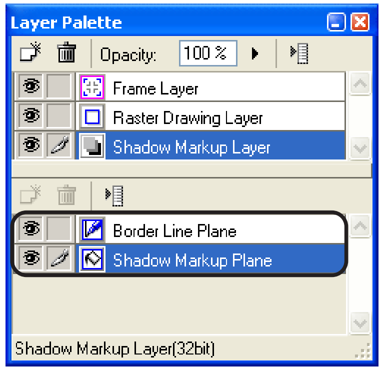


Image with shadow markup using the [Pen] tool



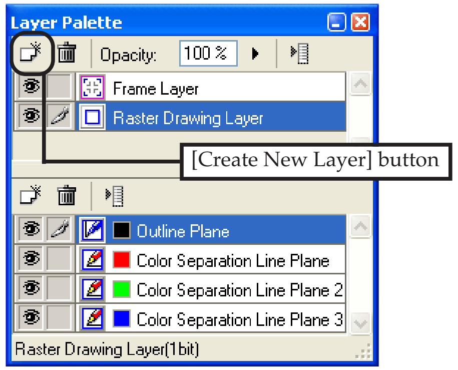
Layer Palette

Opacity: 100 %

Frame Layer
Raster Drawing Layer
Shadow Markup Layer
Border Line Plane
Shadow Markup Plane
Shadow Markup Layer(32bit)

1. Create a new shadow markup layer.

To enter shadow markup using the [Pen] tool, click the [Create New Layer] button on the [Layer Palette] and open the [New Layer] dialog box. There, create a [Shadow Markup Layer].

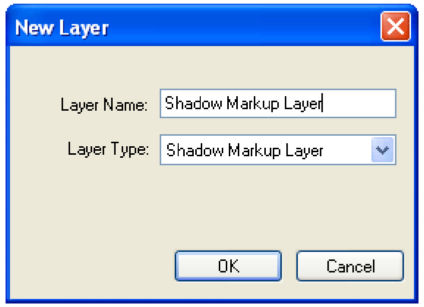


Layer Palette

Opacity: 100 %

Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

[Create New Layer] button



New Layer

Layer Name: Shadow Markup Layer

Layer Type: Shadow Markup Layer

2. Draw on the shadow markup layer.

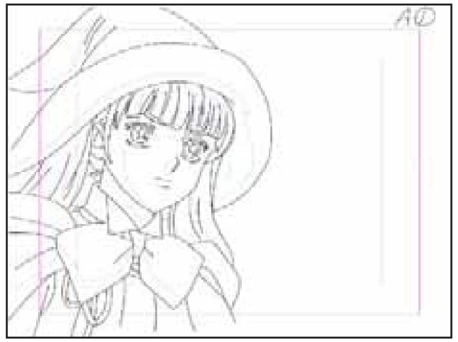
Select [Pen] tool from the [Tool] palette to fill the [Shadow Markup] plane. Clicking [Foreground Color] button on the [Tool] palette opens the [Color Settings/Color] dialog box that allows you to select a color for the shadow markup.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

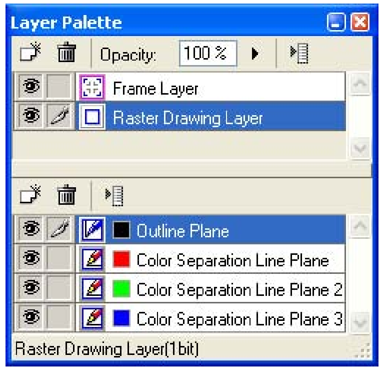
Entering a shooting direction

Creating a framing

The procedure for creating a framing for entering shooting directions is as follows.



Original image


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

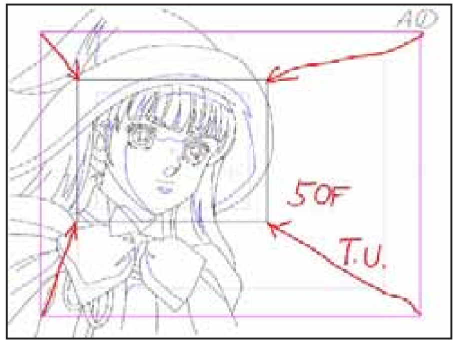
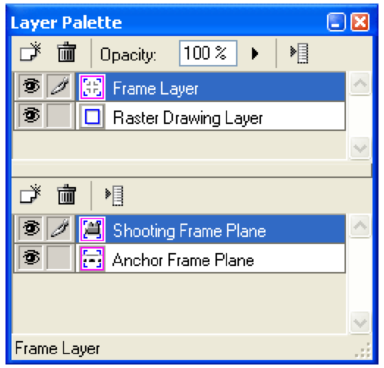


Image with [Shooting Frame] plane

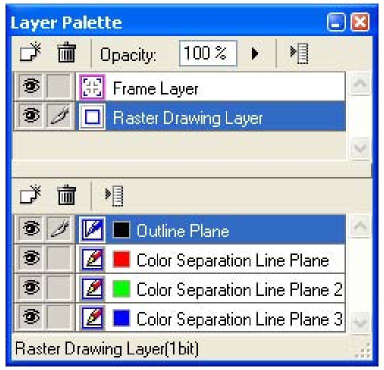

Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Shooting Frame Plane
Anchor Frame Plane
Frame Layer

Shooting frame plane

- [Frame Layer] is a layer where you can create a frame for entering a shooting direction (frame scale for T.U. (track up), for example).
- You can also enter other directions related to shooting direction on the [Direction Layer] so that they are conveyed to downstream processes for sure.

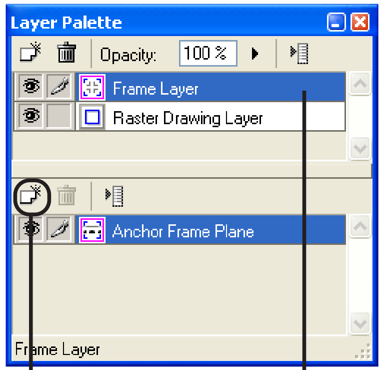
1. Open the Cel window.

When inbetweening is finished, double click an inbetween thumbnail from the [File Browser] and open the Cel window.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Outline Plane
Color Separation Line Plane
Color Separation Line Plane 2
Color Separation Line Plane 3
Raster Drawing Layer(1bit)

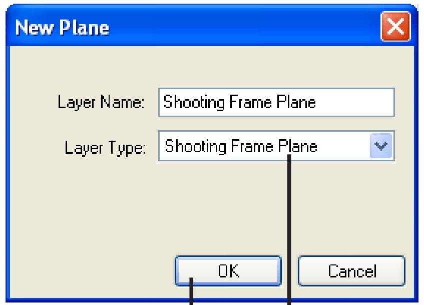
2. Create a new shooting frame plane.

Click the [Create New Plane] button on the [Layer Palette] and open the [New Plane] dialog box. There, create a [Shooting Frame Plane].


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Anchor Frame Plane
Frame Layer

❶ Select [Frame Layer].

❷ Click [Create New Plane].


New Plane
OK
Cancel

Layer Name: Shooting Frame Plane

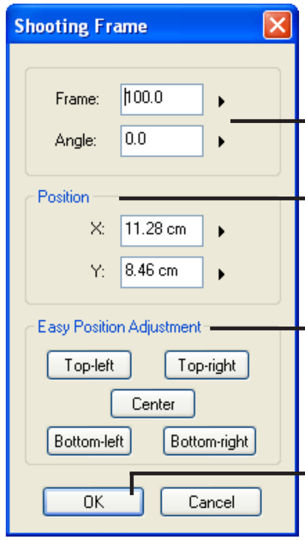
Layer Type: Shooting Frame Plane

❶ Select [Shooting Frame Plane].

❷ Click [OK].

3. Configure the shooting frame plane.

Configure the detailed settings for the [Shooting Frame Plane] using the [Shooting Frame] dialog box.


Shooting Frame
Position
Easy Position Adjustment
Top-left
Top-right
Center
Bottom-left
Bottom-right
OK
Cancel

Frame: 100.0
Angle: 0.0
X: 11.28 cm
Y: 8.46 cm

Specify the size and angle of the [Frame] to create.

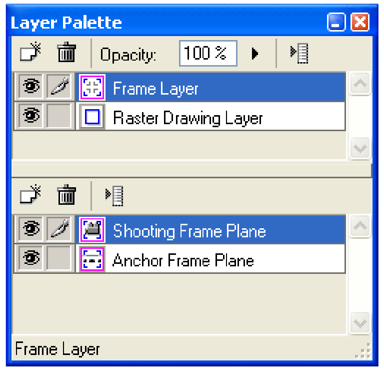
Specify the position (coordinates) for the [Frame].

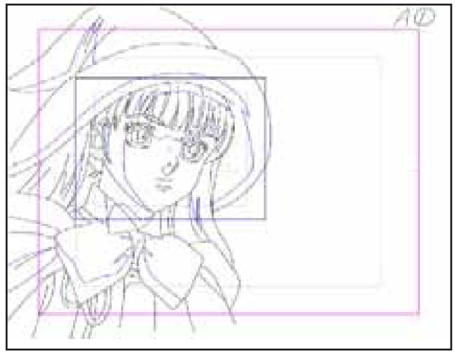
Click either of these buttons to determine the home position of the [Frame] easily.

Clicking [OK] confirms the settings and creates the [Shooting Frame Plane].

4. Completion

The [Shooting Frame Plane] is added to the [Layer Palette] and the [Shooting Frame] appears on the [Cel] window view.


Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Shooting Frame Plane
Anchor Frame Plane
Frame Layer



Tips

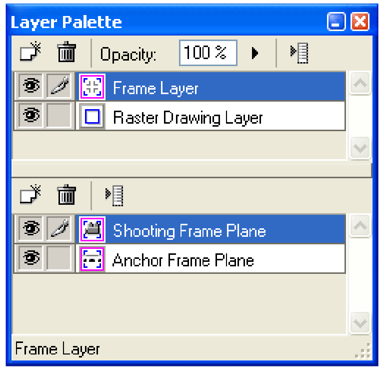
The position and size of the [Shooting Frame] can also be adjusted by dragging on the screen with the [Shooting Frame] dialog box open.

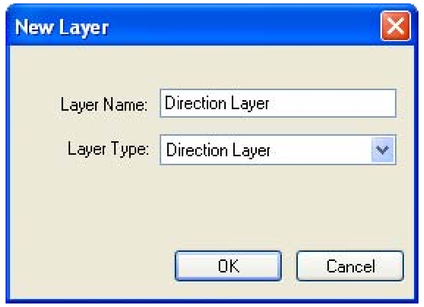
Entering directions using drawing tools

The procedure for entering directions using arrows and / or text after framing is as follows.

1. Create a new direction layer.

Click the [Create New Layer] button on the [Layer Palette] and open the [New Layer] dialog box. There, create a [Direction Layer].

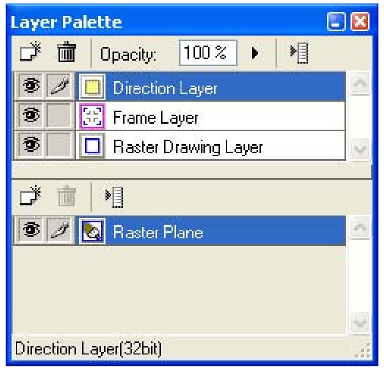

Layer Palette
Opacity: 100 %
Frame Layer
Raster Drawing Layer
Shooting Frame Plane
Anchor Frame Plane
Frame Layer

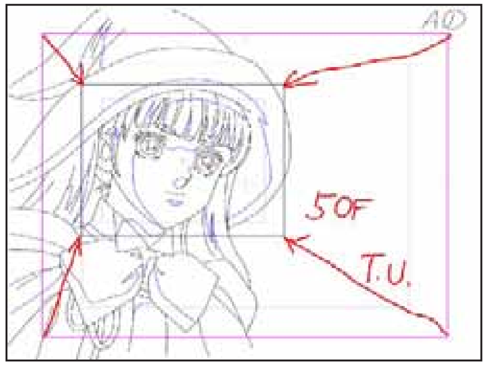

New Layer
OK
Cancel

Layer Name: Direction Layer
Layer Type: Direction Layer

2. Write the shooting directions.

The [Direction Layer] appears on the [Layer Palette]. Select a drawing tool from the [Tool Palette]. Write the directions using arrows and text on the [Cel] window.


Layer Palette
Opacity: 100 %
Direction Layer
Frame Layer
Raster Drawing Layer
Raster Plane
Direction Layer(32bit)

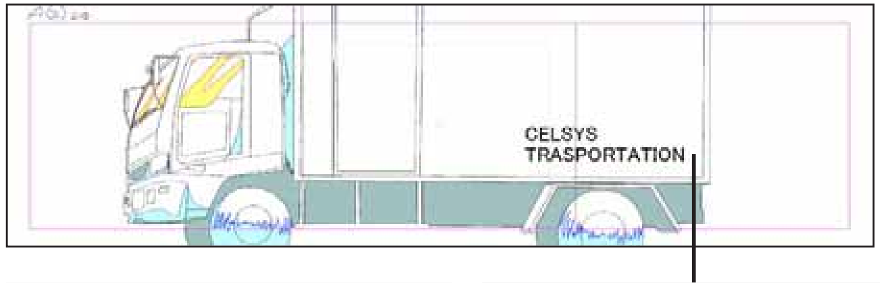


Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

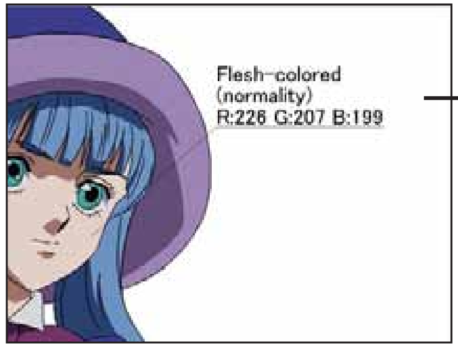
Text function

Types of text function

The text function is a function that allows you to write directions on an image, or enter a text that will be part of an image.



Example of writing on the text layer



Example of call-out with RGB values indication using 256 levels.

Text layer

- The entered text is processed as object and not as part of a drawing which allows you to edit it later on if necessary.

Direction text layer

- The entered text is processed as object and not as part of a drawing which allows you to edit it later on if necessary.
- This is a layer that can be excluded from the layers to export.

Drawing on a selected raster plane

- The entered text is processed as part of the raster drawing.

Tips

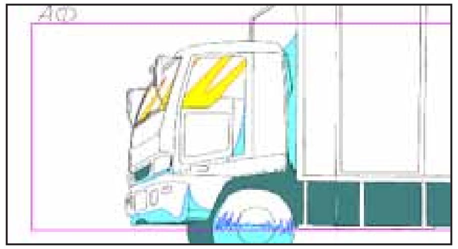
- Texts can include Line Feed (LF). Remarks can be written using call-outs.
- A call-out to a colored part allows input of RGB values.

Entering a text

The procedure for entering a text that can be edited later on the [Text Layer] is as follows.

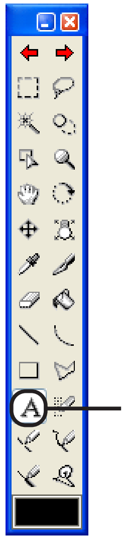
1. Open the Cel window.

Double click the target inbetween thumbnail from the [File Browser].



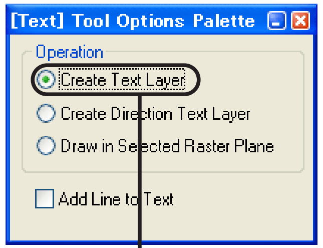
2. Configure the Text tool options palette.

Select [Text] tool from the [Tool] Palette. Then select [Create Text Layer] on the [Text] tool options palette.



Select [Text] tool from the [Tool] palette.

STYLOS HD [Tool] palette



[Text] Tool Options Palette

Operation

● Create Text Layer

○ Create Direction Text Layer

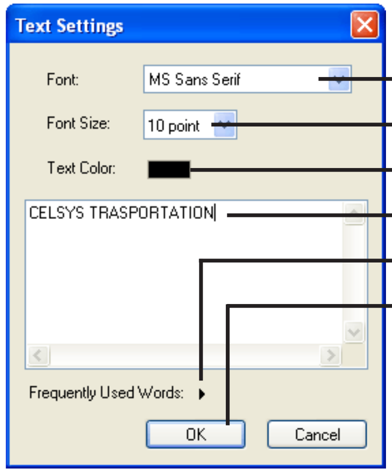
○ Draw in Selected Raster Plane

☐ Add Line to Text

Select [Create Text Layer].

3. Enter the text.

Click anywhere inside the [Cel] window to open the [Text Settings] dialog box. There, specify [Font], [Font Size], [Text Color] accordingly and enter the text in [Text Box].


Text Settings
Frequently Used Words:
OK
Cancel

Font: MS Sans Serif

Font Size: 10 point

Text Color: ■

CELSYS TRASPORTATION

Select the font.

Select the font size.

Select the font color.

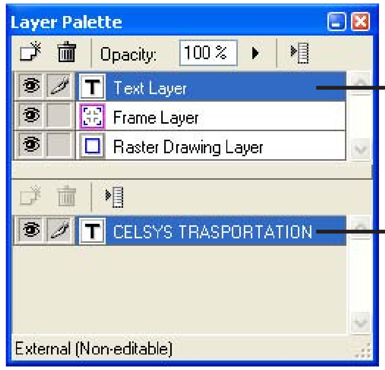
Enter the text.

Allows you to select frequently used terms.

Click [OK] to create the [Text Layer].

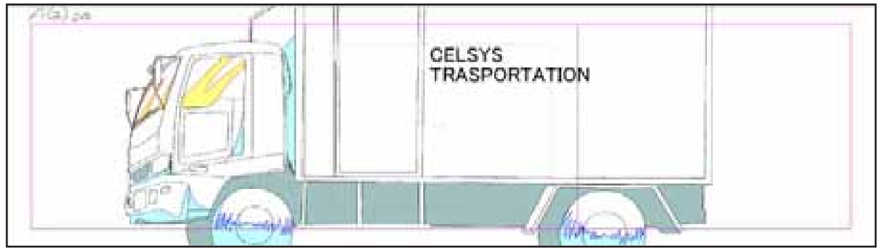
4. Completion

The [Text Layer] is created, and the [Text Plane] named using the text you entered is added to the [Layer Palette].


Layer Palette
Opacity: 100 %
Text Layer
Frame Layer
Raster Drawing Layer
CELSYS TRASPORTATION
External (Non-editable)

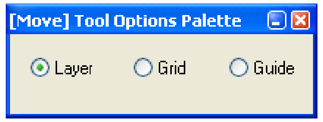
Created [Text Layer]

[Text Plane] name is the entered text.

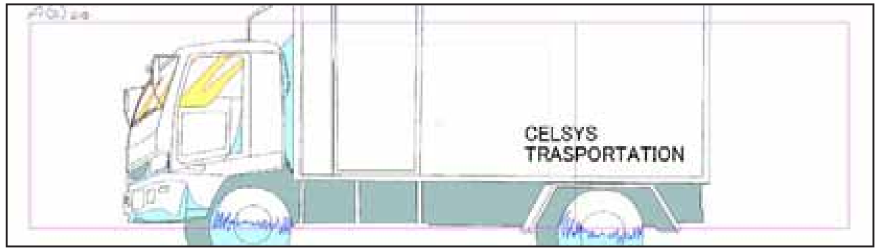

CELSYS
TRASPORTATION

5. Moving a text layer

Select [Move] tool from the [Tool] Palette. Then select [Layer] on the [Move] tool options palette. Check that the [Text Layer] is selected on the [Layer Palette]. Then drag to move the text position in the [Cel] window.

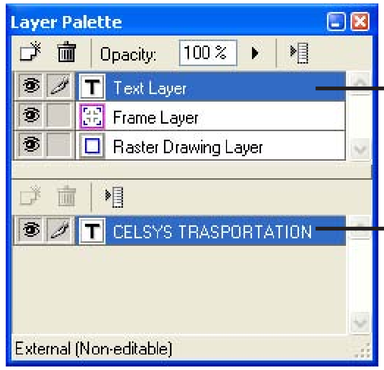

[Move] Tool Options Palette

● Layer ○ Grid ○ Guide


CELSYS
TRASPORTATION

6. Changing the text settings

Select [Text Layer] from the [Layer Palette], then double click the name field of the target text on the [Text Plane] to open the [Text Settings] dialog box that allows you to change the content of the text, or the font size etc.


Layer Palette
Opacity: 100 %
Text Layer
Frame Layer
Raster Drawing Layer
CELSYS TRASPORTATION
External (Non-editable)

❶ Select [Text Layer].

❷ Double click the name field on the [Text Plane] to open the [Text Settings] dialog box.

Tips

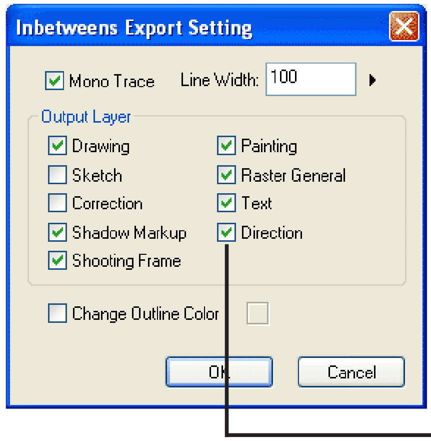
- The [Text] tool can be used to move a [Text Layer], also a one including call-out. Selecting on the call-out line moves the whole call-out. Selecting the call-out text part moves only the call-out text box with the call-out line end fixed.
- The [Text Settings] dialog box can also be opened by double clicking the text shown on the screen with the [Text] tool.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Entering a direction text

The procedure for creating a [Direction Text Layer] with [Direction Layer] attributes where you can enter a text that can be edited later on is as indicated below.

Export of the [Direction Text Layer] can be turned off using a dialog box.



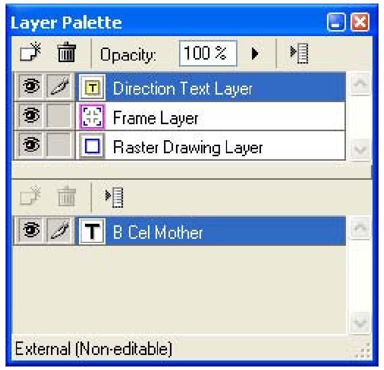
Inbetweens Export Setting

☑ Mono Trace Line Width: 100

Output Layer

☑ Drawing ☑ Painting
☐ Sketch ☑ Raster General
☐ Correction ☑ Text
☑ Shadow Markup ☑ Direction
☑ Shooting Frame

☐ Change Outline Color



Layer Palette

Opacity: 100 %

Direction Text Layer
Frame Layer
Raster Drawing Layer

B Cel Mother

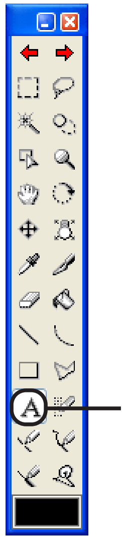
External (Non-editable)

Deselecting [Direction] in the export setting dialog box, excludes both [Direction Layer] and [Direction Text Layer] from the export.

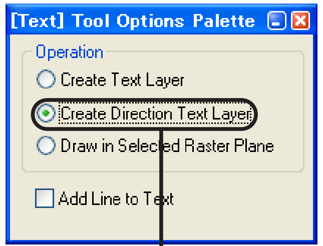
STYLOS HD [Inbetweens Export Setting] dialog box

Configuring the text tool options palette

The procedure for creating a [Create Text Layer] is the same as that for the [Text Layer] though the tool options palette needs to be configured as shown below.



Select [Text] tool from the [Tool palette].



[Text] Tool Options Palette

Operation

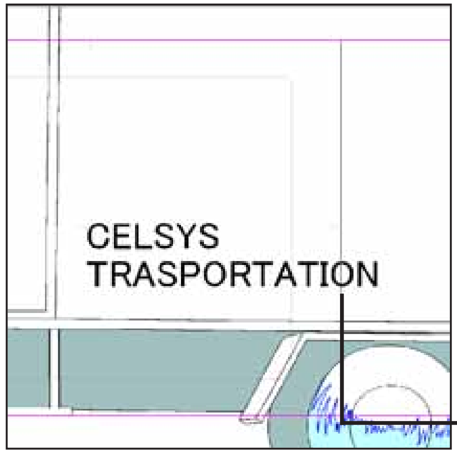
○ Create Text Layer
● Create Direction Text Layer
○ Draw in Selected Raster Plane

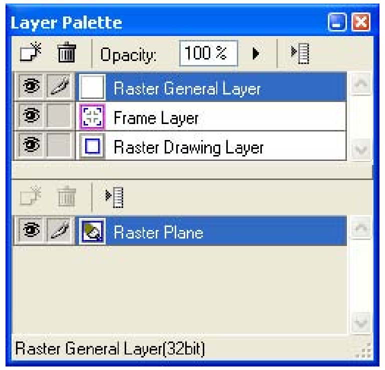
☐ Add Line to Text

Select [Create Direction Text Layer] on the [Text] tool options palette.

Entering a text as raster image

The procedure for entering a text to the raster plane as image is as follows. Note that this text cannot be edited later.





Layer Palette

Opacity: 100 %

Raster General Layer
Frame Layer
Raster Drawing Layer

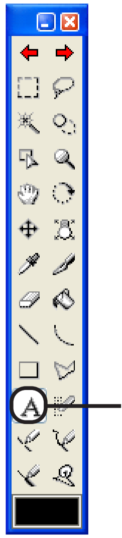
Raster Plane

Raster General Layer(32bit)

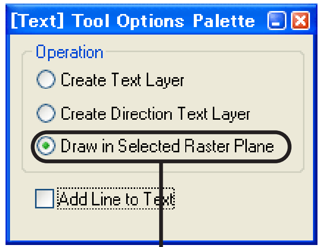
Open the image to which you want to add a text as image.

Configuring the text tool options palette

The procedure for creating a [Create Text Layer] is the same as that for the [Text Layer] though the tool options palette needs to be configured as shown below.



Select [Text] tool from the [Tool] palette.



[Text] Tool Options Palette

Operation

○ Create Text Layer
○ Create Direction Text Layer
● Draw in Selected Raster Plane

☐ Add Line to Text

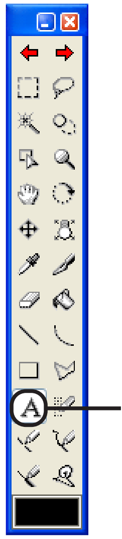
Select [Text] tool from the [Tool] Palette. Then select [Draw in Selected Raster Plane] on the [Text] tool options palette.

Entering a call-out

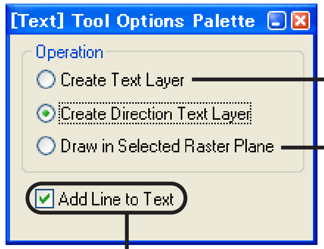
A call-out allows you to add a line as well as enter RGB value along with a text.

Configuring the text tool options palette

The procedure is the same as that for the basic [Text Layer] though the tool options palette needs to be configured as shown below.



Select [Text] tool from the [Tool] palette.



[Text] Tool Options Palette

Operation

○ Create Text Layer

● Create Direction Text Layer

○ Draw in Selected Raster Plane

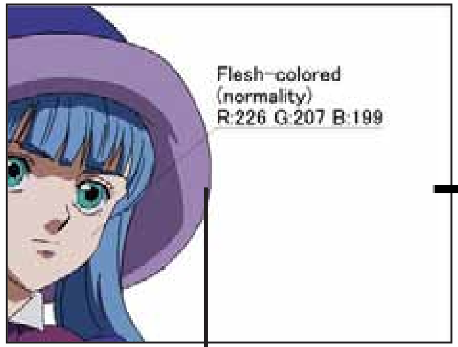
☑ Add Line to Text

Select the [Add Line To Text] check box.

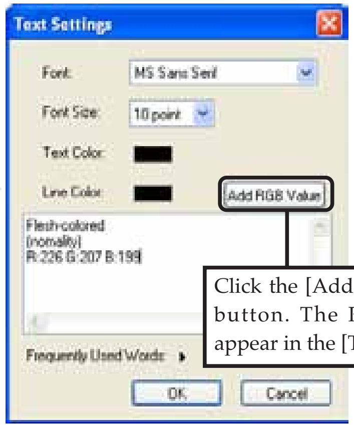
Select [Text] tool from the [Tool Palette]. Then select one of these [Operations] on the [Text] tool options palette.

Adding line and RGB value

The procedure for entering a text is the same as for the [Text Layer]. The line and the RBG value can be added through the operation described below.



Drag the position where you want to add the line. The [Text Settings] dialog box appears.



Text Settings

Font: MS Sans Serif

Font Size: 10 point

Text Color: ■

Line Color: ■

Add RGB Value

Flesh-colored
(normality)
R:226 G:207 B:199

Frequently Used Words ▸

OK Cancel

Click the [Add RGB Value] button. The RGB values appear in the [Text Box].

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

RETAS!PRO

Chapter 14

Redoing an operation

Redo and revert

Undo

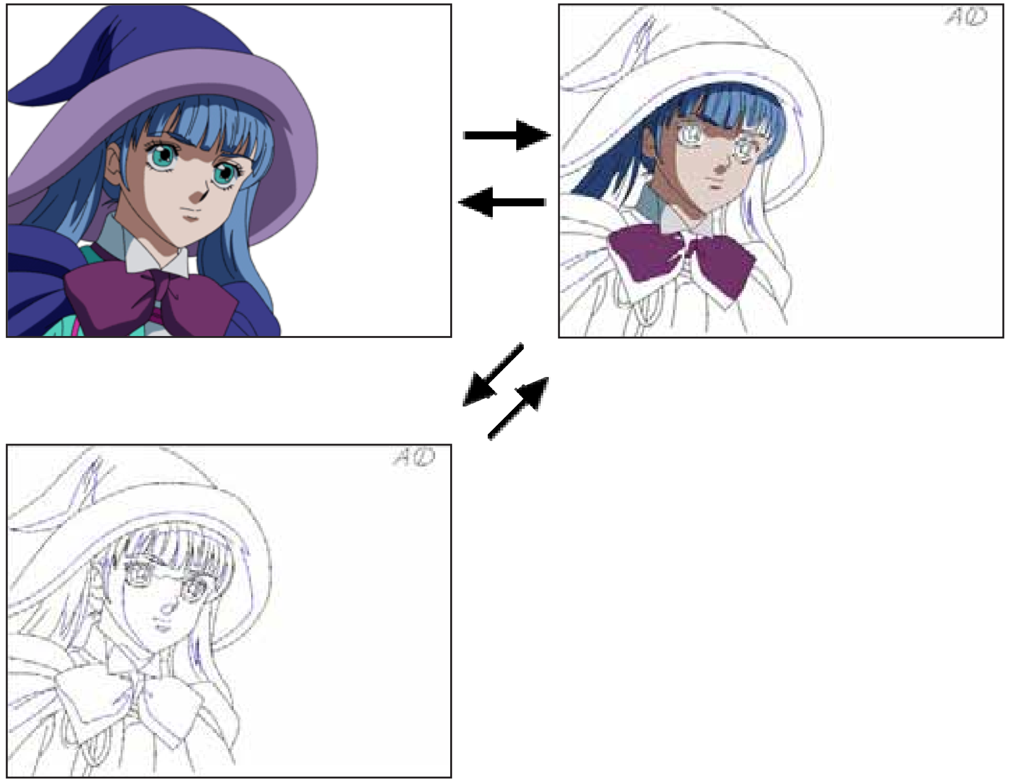
Undoes the previous operation. This command allows you to undo multiple operations. (Maximum 20)

Redo

Redoes the previous operation. This command allows you to redo multiple operations. (Maximum 20)

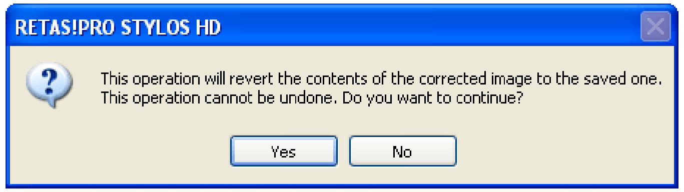
1. Select the command.

To undo or redo, select [Undo] or [Redo] from the [Edit] menu.



Revert

Returns the content to the last saved one. Use this command to recover from a wrong operation or when you want to discard all the changes made.

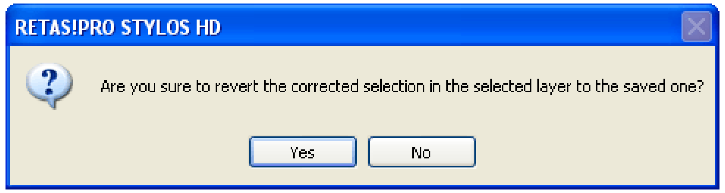


RETAS!PRO STYLOS HD

This operation will revert the contents of the corrected image to the saved one.
This operation cannot be undone. Do you want to continue?

Revert Layer Partially

Returns a selected part of a layer to the last saved content. Use this command to recover from a wrong operation or when you want to discard all the changes made.



RETAS!PRO STYLOS HD

Are you sure to revert the corrected selection in the selected layer to the saved one?

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

RETAS!PRO

Chapter 15

Completion and Output

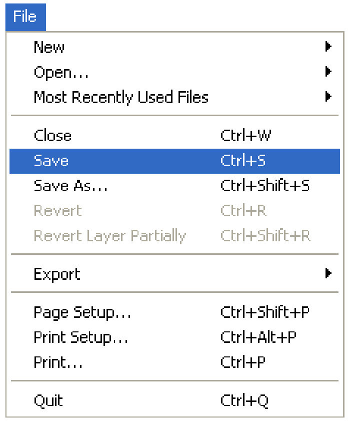
Saving a file

Save

The procedure for saving the content of a completed job or operation, or the contents at given points of a job is as follows.

1. Select the menu.

Select [Save] from the [File] menu. The data in the window overwrites the previously saved content.


File
New
Open…
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As… Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Page Setup… Ctrl+Shift+P
Print Setup… Ctrl+Alt+P
Print… Ctrl+P
Quit Ctrl+Q

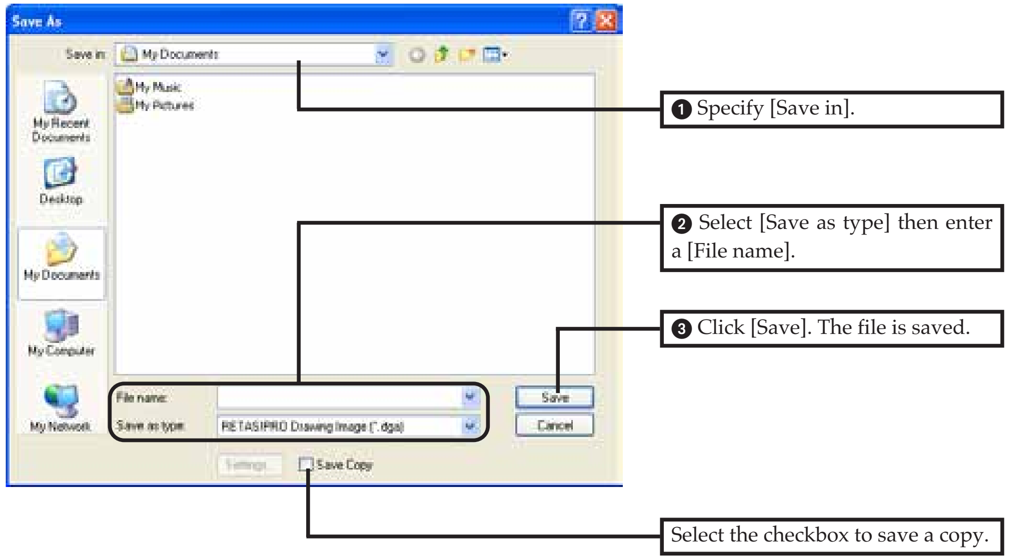
(STYLOS HD screen image)

Save As

The procedure for saving a content under a different name or format is as follows.

1. Select the menu.

Select [Save As...] from the [File] menu. The [Save As] dialog box appears.


Save As
Save in:
My Documents
My Music
My Pictures
My Recent Documents
Desktop
My Documents
My Computer
My Network
File name:
Save as type:
RETAS!PRO Drawing Image (*.dga)
Save
Cancel
Settings
Save Copy

❶ Specify [Save in].

❷ Select [Save as type] then enter a [File name].

❸ Click [Save]. The file is saved.

Select the checkbox to save a copy.

Tips

Saving a scene image out-of-the corresponding scene folder is not recommended except when there are special reasons as it may be a likely cause of file management related troubles.

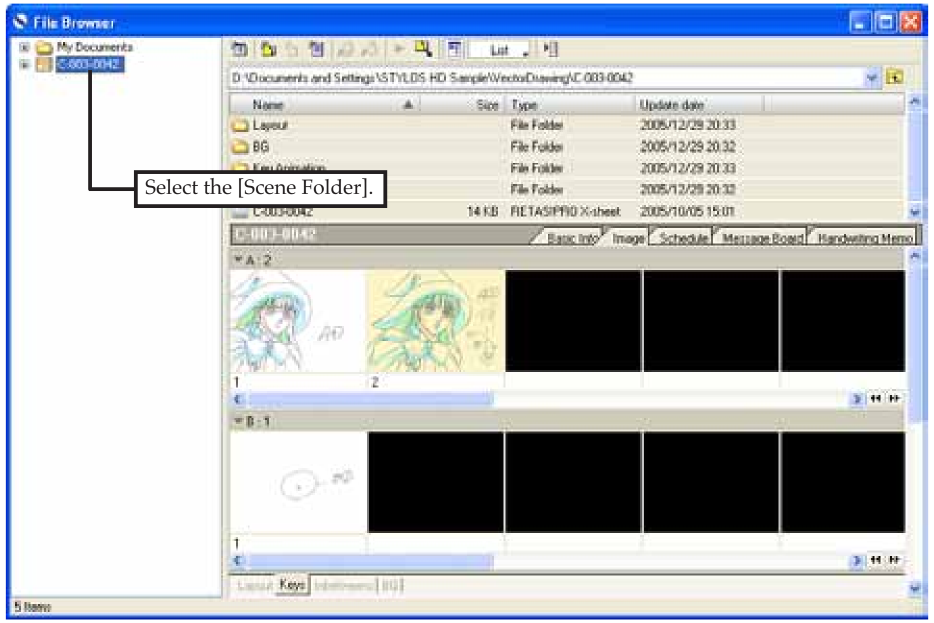
Sending drawing data to painting

Exporting on a scene basis

STYLOS HD drawing data are stored as [Drawing Image] and [Drawing Scene Folder] (DGA format). For painting with PaintMan HD, these data need to be exported to [Cel Image] and [Cel Scene Folder] (CEL format) using the following procedure.

1. Select the target.

Open the [File Browser] from the [Window] menu. Then, select the scene folder you want to export from the [File Browser] [Tree View].


File Browser
My Documents
C-003-0042
Name
Size
Type
Update date
Layout
BG
Key Animation
C-003-0042
Basic Info
Image
Schedule
Message Board
Handwriting Memo

Select the [Scene Folder].

2. Select the command.

Select [Export...] → [Painting...] from the [File] menu. The [Export Scene Folder] dialog box appears.

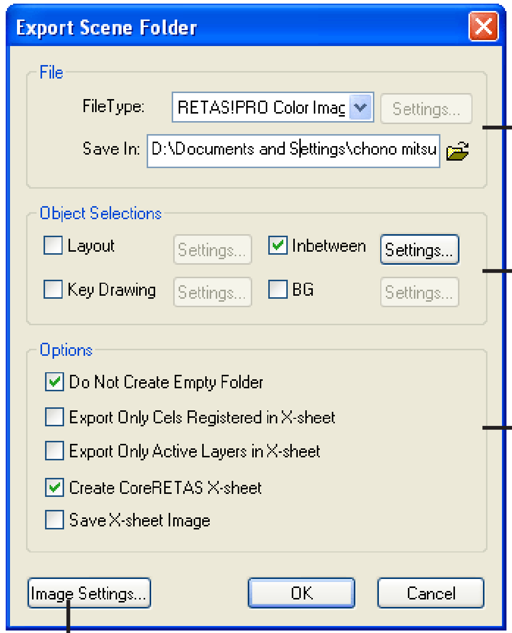
Tips

The [Drawing Image] (DGA format) used in STYLOS HD for drawing cannot be painted with PaintMan HD. Alternative methods for opening the [Export Scene Folder] dialog box are as follows.

- Click [Show Menu] on the [File Browser], then select [Export] → [Painting...] from the menu that appears.
- Click [Export Painting...] on the [File Browser].

3. Configure the Export Scene Folder dialog box.

Configure each of the items under [File], [Object Selections], and [Options].


Export Scene Folder
Settings...
Image Settings...
OK
Cancel

File
FileType: RETAS!PRO Color Imag
Save In: D:\Documents and Settings\chono mitsu

Object Selections
☐ Layout
☑ Inbetween
☐ Key Drawing
☐ BG

Options
☑ Do Not Create Empty Folder
☐ Export Only Cels Registered in X-sheet
☐ Export Only Active Layers in X-sheet
☑ Create CoreRETAS X-sheet
☐ Save X-sheet Image

Specify the export file format and the save location.

Select the check boxes of the images you want to export. If [Inbetween] and [BG] are selected, clicking [Settings...] opens the corresponding [ccc Export Setting] dialog box.

Selecting the check box enables the option.

Click to open the [Image Settings] dialog box.

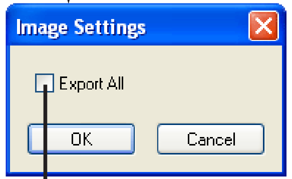
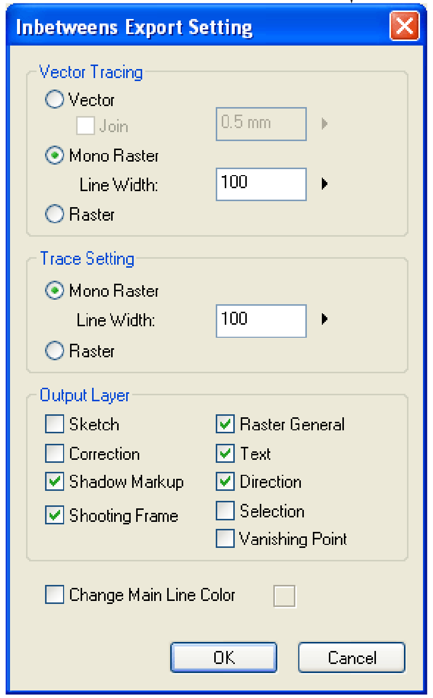


Image Settings
OK
Cancel

☐ Export All

Select the check box to export images entirely, including [Margin].


Inbetweens Export Setting
OK
Cancel

Vector Tracing
○ Vector 0.5 mm
☐ Join
● Mono Raster Line Width: 100
○ Raster

Trace Setting
● Mono Raster Line Width: 100
○ Raster

Output Layer
☐ Sketch
☑ Raster General
☐ Correction
☑ Text
☑ Shadow Markup
☑ Direction
☑ Shooting Frame
☐ Selection
☐ Vanishing Point

☐ Change Main Line Color

4. Completion

Click [OK] in the [Export Scene Folder] dialog box. The scene is exported to a file of the format selected in [File Type].

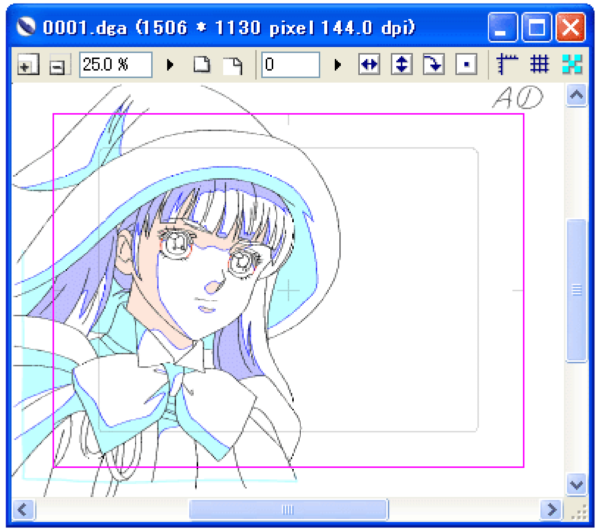
Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Exporting on a cel stack basis

The procedure for exporting a STYLOS HD [Drawing Image] (DGA format) to a PaintMan HD [Cel Image] (CEL format) on a cel stack basis is as follows.

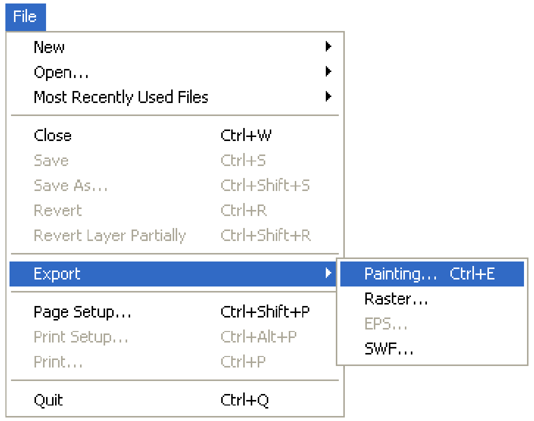
1. Open the image in the Cel window.

Open the image you want to export to painting in the [Cel] window using the [File Browser], for example.


0001.dga (1506 * 1130 pixel 144.0 dpi)
25.0 %
0
A/D

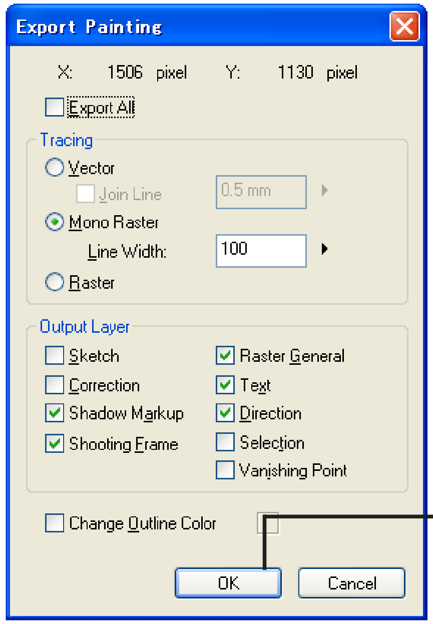
2. Select the command.

Select [Export...] → [Painting...] from the [File] menu. The [Export Painting...] dialog box appears.


File
New
Open...
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As... Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Painting... Ctrl+E
Raster...
EPS...
SWF...
Page Setup... Ctrl+Shift+P
Print Setup... Ctrl+Alt+P
Print... Ctrl+P
Quit Ctrl+Q

3. Configure the Export Finished Drawings dialog box.

Specify each of the items under [Tracing] and [Output Layer].


Export Painting

X: 1506 pixel Y: 1130 pixel

☐ Export All

Tracing
- ○ Vector
  - ☐ Join Line 0.5 mm
- ● Mono Raster
  - Line Width: 100
- ○ Raster

Output Layer
- ☐ Sketch
- ☐ Correction
- ☑ Shadow Markup
- ☑ Shooting Frame
- ☑ Raster General
- ☑ Text
- ☑ Direction
- ☐ Selection
- ☐ Vanishing Point

☐ Change Outline Color

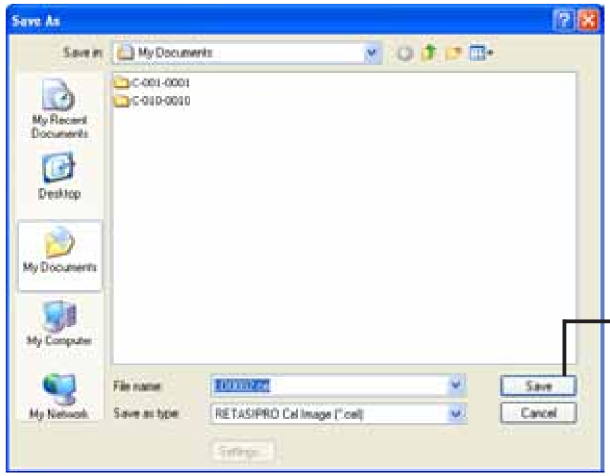
OK
Cancel

Click [OK] to finish with the settings.

* For details about each of the items, see "Exporting on a scene basis" above.

4. Specify the saving location.

In the [Save As] dialog box that appears, specify [Save in] and [Save as type], then enter [File name].


Save As
Save in: My Documents
C-001-0001
C-010-0010
My Recent Documents
Desktop
My Documents
My Computer
My Network
File name:
Save as type: RETAS!PRO Cel Image (*.cel)
Save
Cancel
Settings

Click [Save] to convert and export the image data.

Exporting to general raster image format

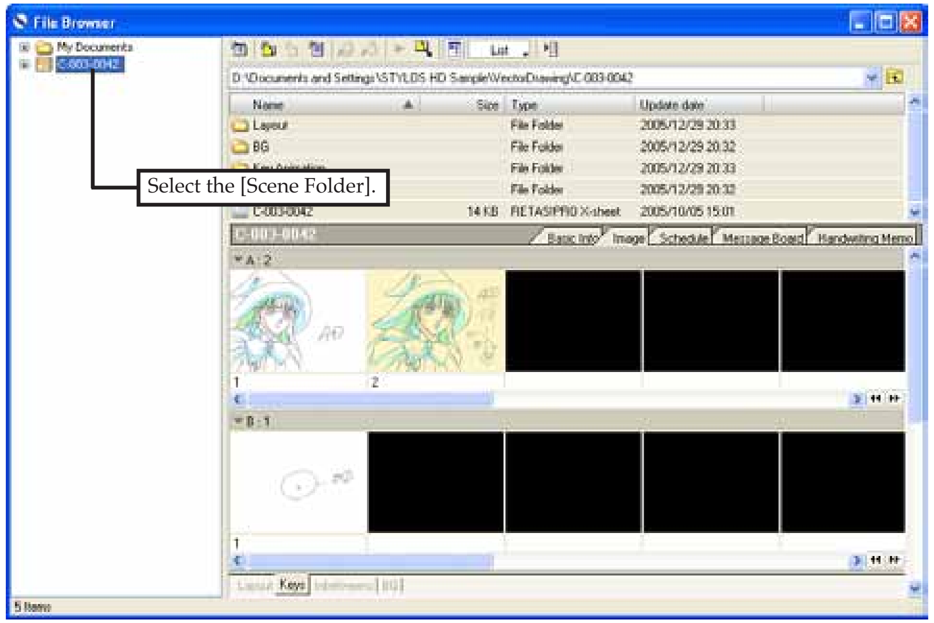
Exporting on a scene basis

The procedure for exporting RETAS!PRO images to general raster image format images on a scene basis is as follows. This is convenient when you want to use the data with a different software.

Supported export formats: BMP, PICT, PNG, RAW, SGI, SOFTIMAGE, TARGA, TIFF

1. Select the scene folder.

Open the [File Browser] from the [Window] menu. Then, select the scene folder you want to export from the [File Browser].



D:\Documents and Settings\STYLOS HD Sample\VectorDrawing\C-003-0042

Name	Size	Type	Update date
Layout		File Folder	2005/12/29 20:33
BG		File Folder	2005/12/29 20:32
Key Animation		File Folder	2005/12/29 20:33
		File Folder	2005/12/29 20:32
C-003-0042	14 KB	RETAS!PRO X-sheet	2005/10/05 15:01

Select the [Scene Folder].

2. Select the command.

Select [Export...] → [Raster...] from the [File] menu. The [Export Scene Folder] dialog box appears.

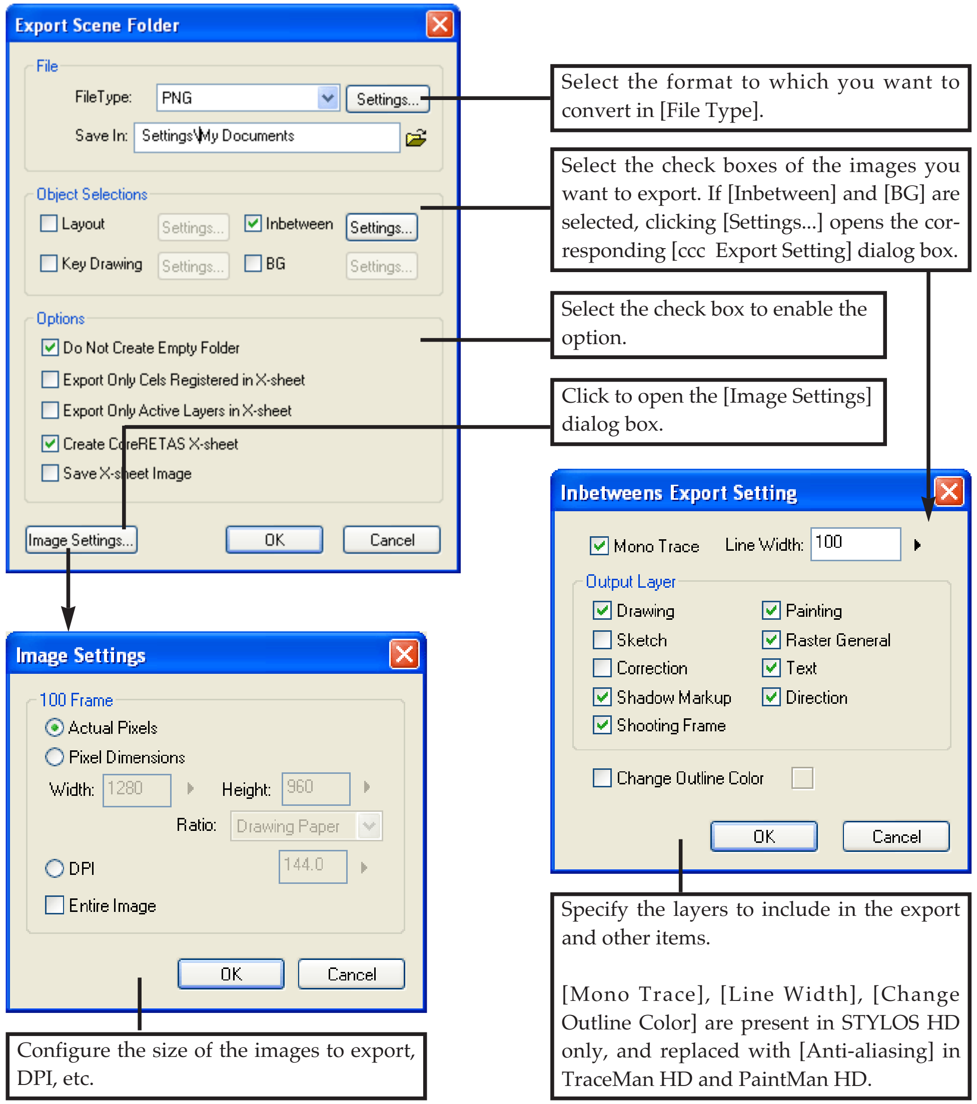
Tips

An alternative method for opening the [Export Scene Folder] dialog box is as follows.

- Click [Show Menu] on the [File Browser], then select [Export] → [Raster...] from the menu that appears.

3. Configure the Export Scene Folder dialog box.

Configure each of the items under [File], [Object Selections], and [Options].



Export Scene Folder

File
FileType: PNG
Save In: Settings\My Documents

Object Selections
☐ Layout
☑ Inbetween
☐ Key Drawing
☐ BG

Options
☑ Do Not Create Empty Folder
☐ Export Only Cels Registered in X-sheet
☐ Export Only Active Layers in X-sheet
☑ Create CoreRETAS X-sheet
☐ Save X-sheet Image

Inbetweens Export Setting

☑ Mono Trace Line Width: 100

Output Layer
☑ Drawing
☑ Painting
☐ Sketch
☑ Raster General
☐ Correction
☑ Text
☑ Shadow Markup
☑ Direction
☑ Shooting Frame

☐ Change Outline Color

Image Settings

100 Frame
● Actual Pixels
○ Pixel Dimensions
Width: 1280 Height: 960
Ratio: Drawing Paper
○ DPI 144.0
☐ Entire Image

Select the format to which you want to convert in [File Type].

Select the check boxes of the images you want to export. If [Inbetween] and [BG] are selected, clicking [Settings...] opens the corresponding [ccc Export Setting] dialog box.

Select the check box to enable the option.

Click to open the [Image Settings] dialog box.

Configure the size of the images to export, DPI, etc.

Specify the layers to include in the export and other items.

[Mono Trace], [Line Width], [Change Outline Color] are present in STYLOS HD only, and replaced with [Anti-aliasing] in TraceMan HD and PaintMan HD.

4. Completion

Click [OK] in the [Export Scene Folder] dialog box. The scene folder is exported.

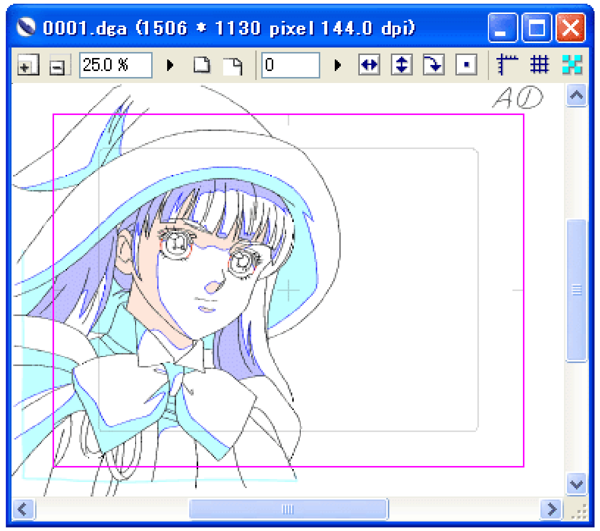
Exporting on a cel stack basis

The procedure for exporting RETAS!PRO images to general raster image format images on a cel stack basis is as follows. This is convenient when you want to use the data with a different software.

Supported export formats: BMP, PICT, PNG, RAW, SGI, SOFTIMAGE, TARGA, TIFF

1. Open the image in the [Cel] window.

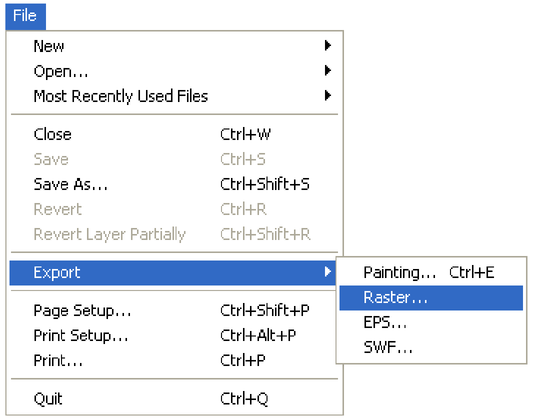
Open the image you want to export in the [Cel] window using the [File Browser], for example.



0001.dga (1506 * 1130 pixel 144.0 dpi)
25.0 %
0
A

2. Select the command.

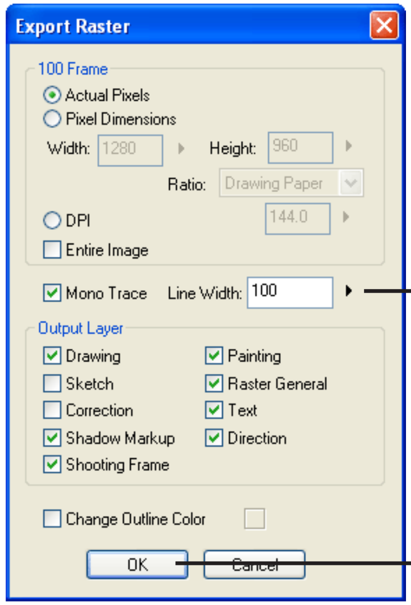
Select [Export] → [Raster...] from the [File] menu. The [Export Raster] dialog box appears.



File
New
Open...
Most Recently Used Files
Close Ctrl+W
Save Ctrl+S
Save As... Ctrl+Shift+S
Revert Ctrl+R
Revert Layer Partially Ctrl+Shift+R
Export
Page Setup... Ctrl+Shift+P
Print Setup... Ctrl+Alt+P
Print... Ctrl+P
Quit Ctrl+Q
Painting... Ctrl+E
Raster...
EPS...
SWF...

3. Configure the Export Raster dialog box.

Specify each of the items under [100Frame] and [Output Layer] as well as the export size.



Export Raster

100 Frame

● Actual Pixels

○ Pixel Dimensions

Width: 1280 Height: 960

Ratio: Drawing Paper

○ DPI 144.0

☐ Entire Image

☑ Mono Trace Line Width: 100

Output Layer

☑ Drawing ☑ Painting

☐ Sketch ☑ Raster General

☐ Correction ☑ Text

☑ Shadow Markup ☑ Direction

☑ Shooting Frame

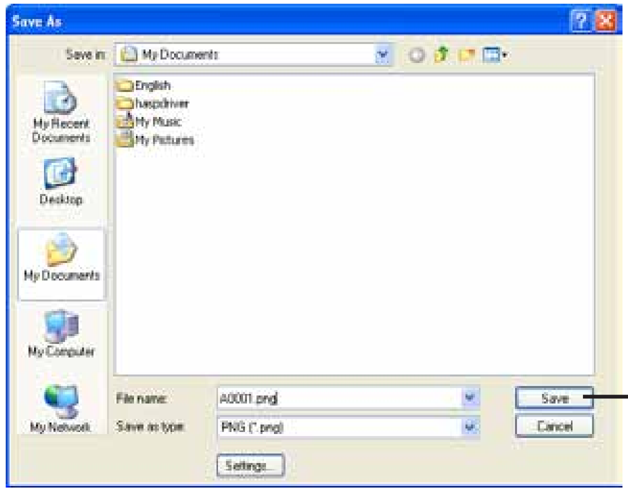
☐ Change Outline Color

[Mono Trace], [Line Width], [Change Outline Color] are present in STYLOS HD only, and replaced with [Anti-aliasing] in TraceMan HD and PaintMan HD.

Click [OK] to finish with the settings.

4. Specify the export location.

In the [Save As] dialog box that appears, specify [Save in] and [Save as type] then enter [File name].



Save As

Save in: My Documents

File name: A0001.png

Save as type: PNG (*.png)

English
haspdriver
My Music
My Pictures
My Recent Documents
Desktop
My Documents
My Computer
My Network
Save
Cancel
Settings...

Click [Save] to export the image data according to the settings.

Exporting to general vector image format

Exporting on a scene basis

The procedure for exporting RETAS!PRO images to general vector image format images on a scene basis is as follows. This is convenient when you want to use the data with a different software.

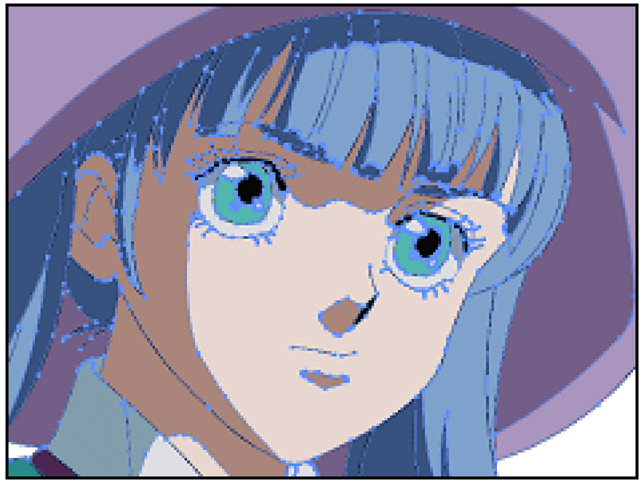
Supported export formats: EPS, SWF

1. Select the scene folder.

Select the scene folder containing the scene to export from the [File Browser], for example.

2. Select the command.

Select [Export] → [EPS...] (for exporting to EPS) or [SWF...] (for exporting to SWF) from the [File] menu.



[Example of export to EPS]

Tips

Export to general vector format is possible **only for images drawn in vector format**.

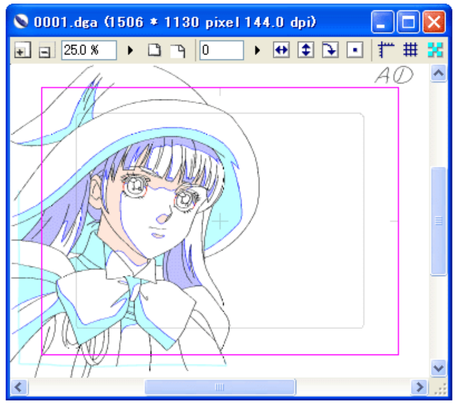
Exporting on a cel stack basis

The procedure for exporting RETAS!PRO images to general vector image format images on a cel stack basis is as follows. This is convenient when you want to use the data with a different software.

Supported export formats: EPS, SWF

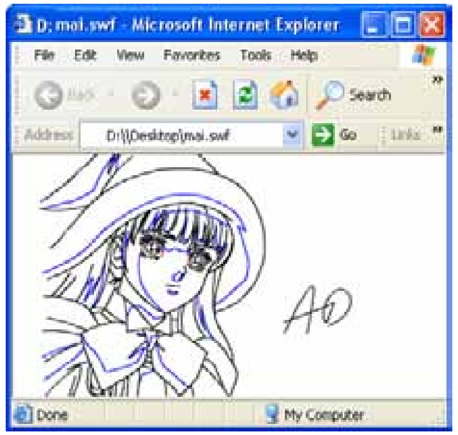
1. Open the image in the Cel window.

Open the image you want to export in the [Cel] window using the [File Browser], for example.


0001.dga (1506 * 1130 pixel 144.0 dpi)
25.0 %
0
AO

2. Select the command.

Select [Export] → [EPS...] (for exporting to EPS) or [SWF...] (for exporting to SWF) from the [File] menu.


D:mai.swf - Microsoft Internet Explorer
File
Edit
View
Favorites
Tools
Help
Back
Search
Address
D:\\Desktop\mai.swf
Go
Links
AO
Done
My Computer

[Example of export to SWF]

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

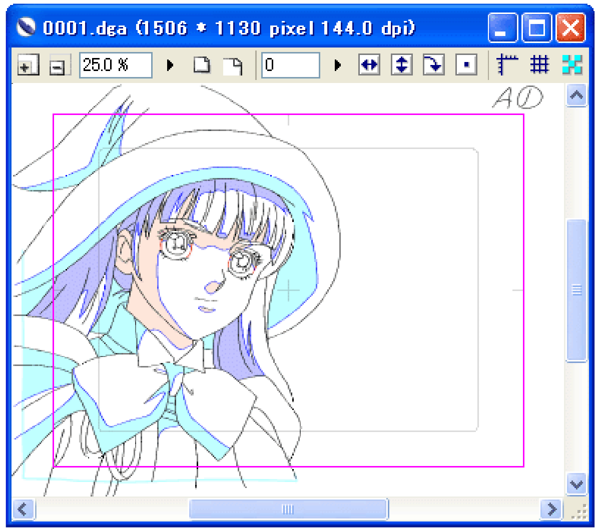
Printing

Print

The procedure for printing an image in the [Cel] window or an X-sheet is as follows.

1. Open the window.

Open either the [Cel] window or the [X-sheet] window.



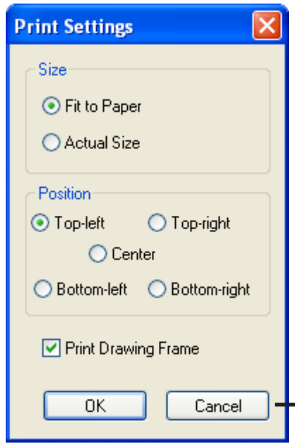
0001.dga (1506 * 1130 pixel 144.0 dpi)

25.0 %

Example of [Cel] window

2. Configure the Print dialog box.

Select [Print Setup...] from the [File] menu. The [Print Settings] dialog box appears.



Print Settings

Size
● Fit to Paper
○ Actual Size

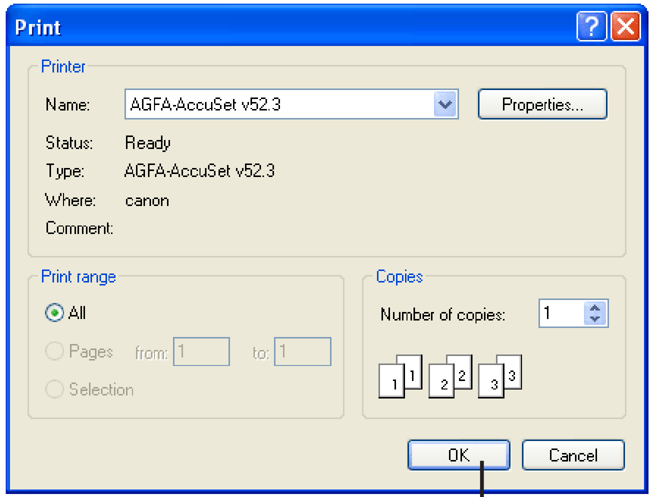
Position
● Top-left ○ Top-right
○ Center
○ Bottom-left ○ Bottom-right

☑ Print Drawing Frame

Specify [Size] and [Position], and click [OK].

3. Print.

Select [Print ...] from the [File] menu. The [Print] dialog box appears.



Print

Printer
Name: AGFA-AccuSet v52.3
Status: Ready
Type: AGFA-AccuSet v52.3
Where: canon
Comment:

Print range
● All
○ Pages from: 1 to: 1
○ Selection

Copies
Number of copies: 1

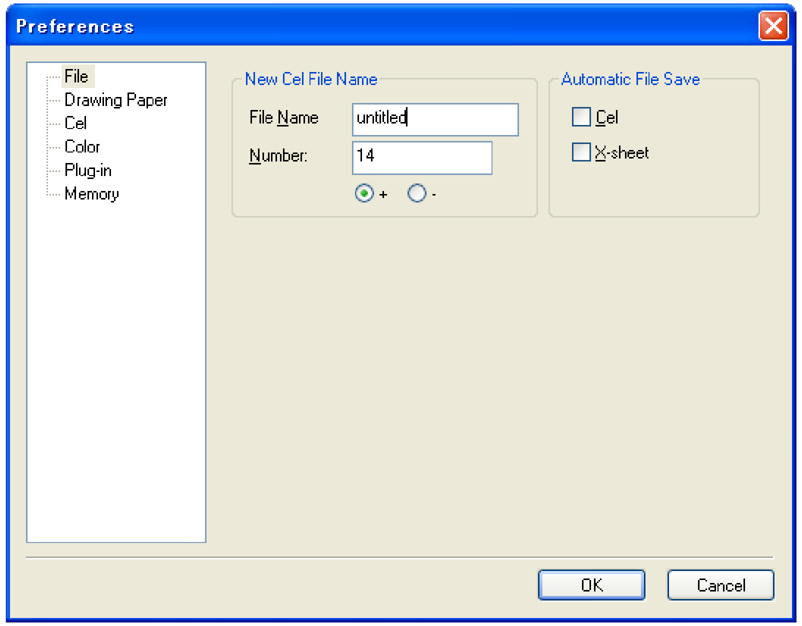
Specify the necessary items and click [OK]. The printing starts.

Chapter 16

Preferences

Configuring the Preferences

This chapter describes the preferences you can configure with the dialog box that appears when you select [Settings] → [Preferences...] from the [Edit] menu (Windows), or [Preferences...] from the application menu (Macintosh).



New Cel File Name

File Name: untitled

Number: 14

● + ○ -

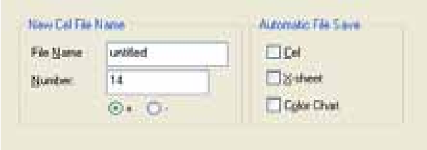
Automatic File Save

☐ Cel

☐ X-sheet

File

Allows you to configure [Cel] naming and automatic file saving related settings.



New Cel File Name

File Name: untitled

Number: 14

● + ○ -

Automatic File Save

☐ Cel

☐ X-sheet

☐ Color Chart

[New Cel File Name]

Allows you to specify the [File Name] that will be entered automatically when you create a new [Cel] window.

- **[File Name]**
  Allows you to enter an arbitrary name.
- **[Number]**
  Allows you to specify the initial sequential number that will be appended to a new [File Name]. Selecting [+] will increment the number for each new cel you create while selecting [-] will decrement the number for each new cel you create.

[Automatic File Save]

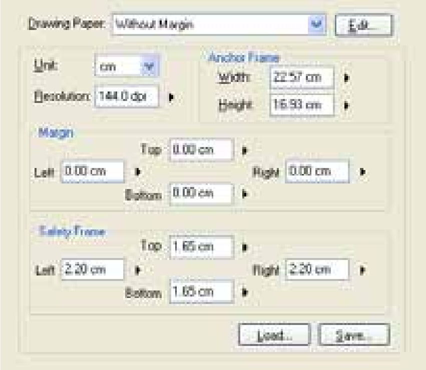
Allows you to have the file(s) you were working on saved automatically (that is, without showing the save warning dialog box) when you close the file(s) or move onto the preceding or following cel without saving.

- **[Cel]**
- **[X-sheet]**
- **[Color Chart] (Only PaintMan HD)**

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Drawing Paper

Allows you to specify the size of the drawing paper that will be shown in the [Cel] window, and its margin.



Drawing Paper: Without Margin

Unit: cm

Resolution: 144.0 dpi

Anchor Frame

Width: 22.57 cm

Height: 16.93 cm

Margin

Top: 0.00 cm

Left: 0.00 cm

Right: 0.00 cm

Bottom: 0.00 cm

Safety Frame

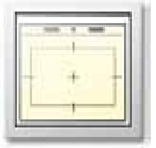
Top: 1.65 cm

Left: 2.20 cm

Right: 2.20 cm

Bottom: 1.65 cm

- **[Drawing Paper]**
  Allows you to specify a drawing paper from the pull-down menu.
- **[Edit...]**
  Allows you to edit the drawing paper settings.
- **[Unit]**
  Allows you to select the unit for the drawing paper size.
- **[Resolution]**
  Allows you to specify the resolution for the drawing paper.
- **[Load...]**
  Loads a saved **[Drawing Paper Settings file] (extension: apf)**.
- **[Save...]**
  Saves the drawing paper settings as a **[Drawing Paper Settings file] (extension: apf)** to an arbitrary location.



[Drawing Paper Settings file]

Anchor Frame

Allows you to specify the [Width] and [Height] of the anchor frame.

Margin

Allows you to specify the outward distance at which the [Margin] will be positioned from the anchor frame.

Safety Frame

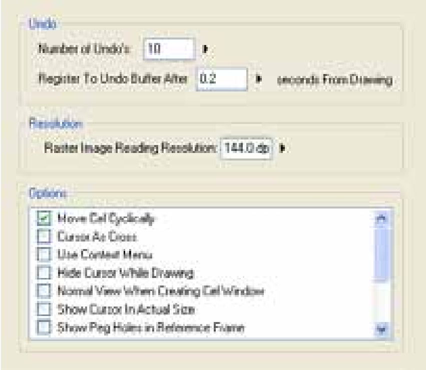
Allows you to specify the inward distance at which the [Safety Frame] will be positioned from the anchor frame.

Tips

When configuring a new drawing paper, the first thing to do is decide the [Anchor Frame] size, then decide how outside the [Anchor Frame] the [Margin] must be, and lastly decide how inside the [Anchor Frame] the [Safety Frame] must be.

Cel

Allows you to configure [Cel] window related settings.



Undo

Number of Undo's: 10

Register To Undo Buffer After 0.2 seconds From Drawing

Resolution

Raster Image Reading Resolution: 144.0 dpi

Options

☑ Move Cel Cyclically
☐ Cursor As Cross
☐ Use Context Menu
☐ Hide Cursor While Drawing
☐ Normal View When Creating Cel Window
☐ Show Cursor In Actual Size
☐ Show Peg Holes in Reference Frame

Undo

Allows you to configure the [Undo] ([Ctrl/Cmd] + [Z]) under the [Edit] menu.

- **[Number of Undo's]**
  Allows you to specify the number of [Undo] levels.
- **[Register To Undo Buffer After x seconds From Drawing]**
  Allows you to specify the time (in seconds) to save the [Undo] data temporarily.

Resolution

- **[Raster Image Reading Resolution]**
  Allows you to specify the resolution with which raster images will be loaded.

Options

Allows you to toggle various settings using the corresponding check boxes.

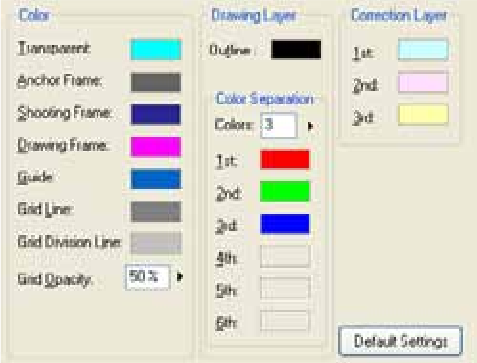
- **[Include Red, Blue, And Green in Color Check] (Only PaintMan HD)**
  Includes forgotten Red, Blue, and Green (color separation lines) check in the paint check. Forgotten leak in Red, Blue, and Green are indicated using the forgotten color.
- **[Move Cel Cyclically]**
  Loops the cels, so that executing a [Next Cel] command when the cel opened in the [File Previewer] is the last returns to the first cel.
- **[Cursor As Cross]**
  Shows the mouse pointer as a cross.
- **[Use Context Menu]**
  Enables the [Cel] window context menu which will appear at mouse right click or Ctrl + click.
- **[Hide Cursor While Drawing]**
  Hides the mouse pointer when a drawing is being drawn.
- **[Actual Pixels When Creating Cel Window]**
  Opens the [Cel] window with the view in actual pixels.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

- **[Show Cursor In Actual Size]**
  Shows the mouse pointer with the size specified on the [Tool Options Palette].
- **[Show Peg Holes in Anchor Frame] (Only vector drawings)**
  Shows the peg holes along with the [Anchor Frame].
- **[Round Up Pixel Smaller Than 1]**
  Rounds up pixels smaller than 1.
- **[Use mm As Tool Unit]**
  Uses mm as the unit for tools. (pixel is used when deselected)
- **[Anti-Alias Lines Being Drawn] (Only STYLOS HD)**
  Anti-aliasing is applied as a line is being drawn.
- **[Save As Ver. 5 RETAS Compatible]**
  Saves files in RETAS!PRO Ver. 5 compatible format.
- **[Scale Using Mouse Wheel]**
  Enables enlarging/reducing using the mouse wheel.

Color

Allows you to change various color settings. Color settings can be changed using the palette and/or [Color Settings] dialog box that appears when the [Color] button is clicked.



Grid Opacity: 50 %

Colors: 3

General ([Color] in TraceMan HD and PaintMan HD)

Allows you to change the color of the auxiliary lines, for example.

- **[Transparent]**
- **[Anchor Frame]**
- **[Shooting Frame]**
- **[Drawing Frame]**
- **[Guide]**
- **[Grid Line]**
- **[Grid Subdivision]**

- **[Grid Opacity]**
  Allows you to specify the [Grid Line] and [Grid Subdivision]opacity.

[Drawing Layer] (Only STYLOS HD)

Allows you to change the color settings for a drawing paper to create.

- **[Outline]**
  Allows you to change the [Outline Plane] foreground color.

[Color Separation Line] (Only STYLOS HD)

- **[Colors]**

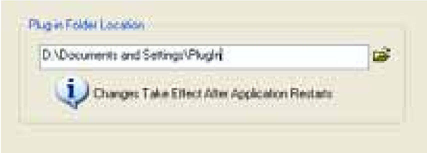
Allows you to specify the initial number of [Color Separation Line Planes].
You may also specify the colors for the planes (from [1st Plane] to [6th Plane]).

[Correction Layer] (Only STYLOS HD)

Allows you to specify the color for the [1st Plane] to [3rd Plane] of the [Correction Layer]. For the 4th plane onwards, the colors for the 1st to 3rd planes are reused sequentially.

- **[Default Settings]**
  Returns all colors to the default values.

Plug-in



D:\Documents and Settings\Plugin

Changes Take Effect After Application Restarts

[Plug-in Folder Location]

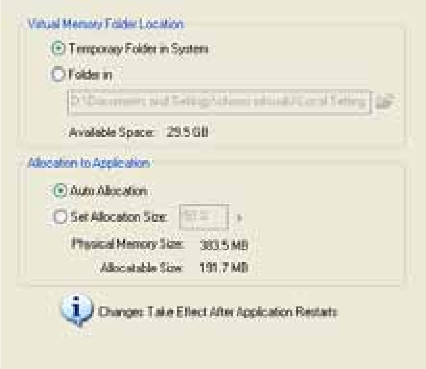
Allows you to specify the location where the plug-in folder is stored. The change becomes valid from the next time you start the application.

Tips

All RETAS!PRO applications reference the [Plug-in Folder Location]. Do not change this setting unless the plug-in folder has been moved.

Memory

Allows you to configure memory related settings. The change becomes valid from the next time you start the application.



Virtual Memory Folder Location

● Temporary Folder in System

○ Folder in

Available Space: 29.5 GB

Allocation to Application

● Auto Allocation

○ Set Allocation Size:

Physical Memory Size: 383.5 MB

Allocatable Size: 191.7 MB

Changes Take Effect After Application Restarts

Virtual Memory Folder Location

Allows you to select the location on the HD drive where you want to create the virtual memory when the computer main memory becomes insufficient.

- **[Temporary Folder in System]**
  Creates the virtual memory in the temporary folder created by the OS.
- **[Folder in]**
  Allows you to specify a folder (other than the system temporary folder) in which you want to locate the virtual memory.
- **[Available Space]**
  Shows the remaining space on the HD drive you specified as the virtual memory folder location.

Allocation to Application

Allows you to specify the quantity of memory you want to allocate for the applications.

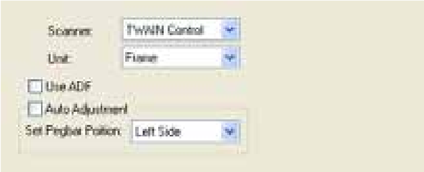
- **[Auto Allocation]**
  Allocates the memory automatically. This is the recommended setting.
- **[Set Allocation Size]**
  Allows you to specify the quantity to allocate.
- **[Physical Memory Size]**
  Shows the available physical memory capacity.
- **[Allocatable Size]**
  Shows the memory capacity used in case [Set Allocation Size] is selected.

Tips

- Be sure to check the [Available Space] on the HD drive you want to specify as virtual memory folder location. If the specified HD drive does not have enough space, the program may become unstable.
- When selecting [Set Allocation Size], be careful with the quantity you allocate. Do not allocate till the remaining capacity ([Physical Memory Size] - [Allocatable Size]) becomes too small. Allocating too much memory may destabilize the OS.

Scanner (Only TraceMan HD)

Allows you to configure scanner related settings.



Scanner: TWAIN Control

Unit: Frame

☐ Use ADF

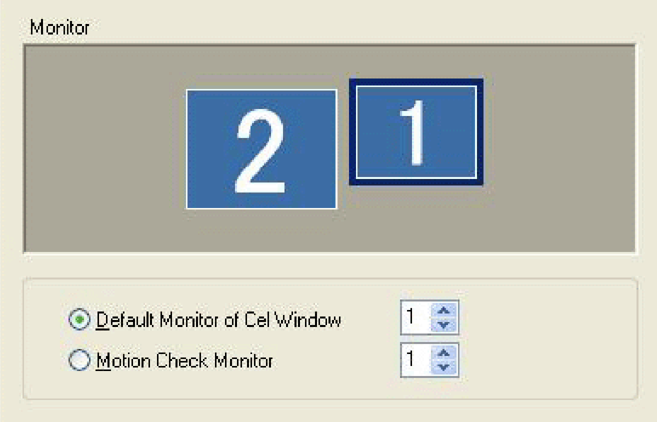
☐ Auto Adjustment

Set Pegbar Position: Left Side

- **[Scanner]**
  Allows you to select either [TWAIN Control] or [TWAIN] as the method for controlling the connected scanner.
- **[Unit]**
  Allows you to select either [Frame] or [Field] as the basic unit.
- **[Use ADF]**
  Select this check box if you want to use ADF for scanning with a scanner with ADF support.
- **[Auto Adjustment]**
  Adjusts automatically misalignments in position as well as skews at auto scan with ADF.
- **[Set Pegbar Position]**
  Allows you to select either [Left Side] or [Top] as the peg hole (pegbar) position.

Monitor (Only in multi-monitor environment)

Allows you to configure multi-monitor related settings.



Monitor

● Default Monitor of Cel Window: 1

○ Motion Check Monitor: 1

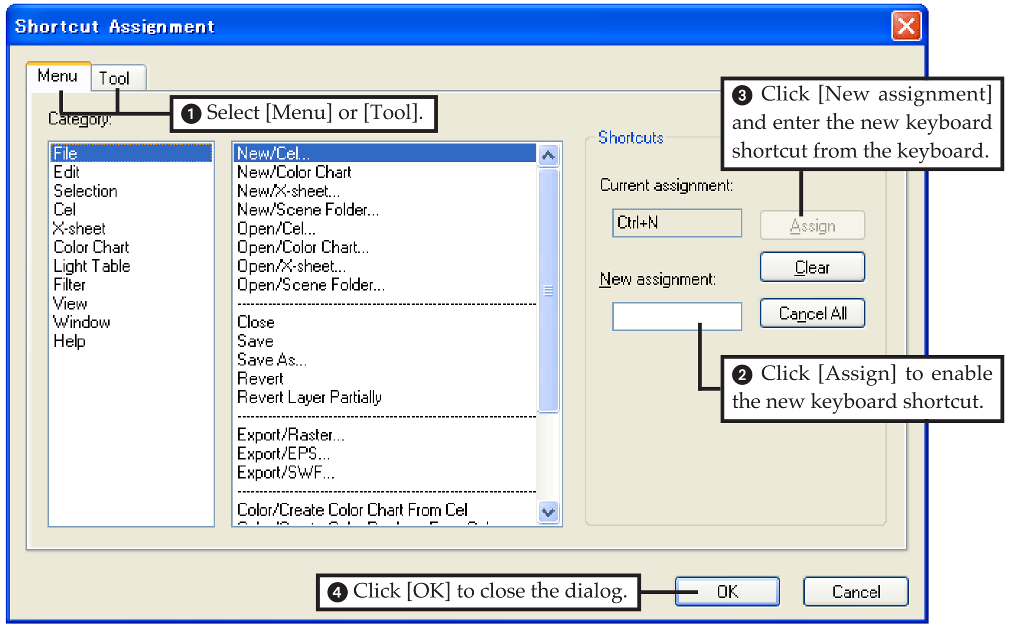
- **[Default Monitor of Cel Window]**
  Allows you to select the monitor on which you want to view the Cel window by entering either of the numbers in the preview.
- **[Motion Check Monitor]**
  Allows you to select the monitor on which you want to view the Motion Check by entering either of the numbers in the preview.

Editing the shortcuts

The procedure for editing the keyboard shortcut of a [Menu] item or [Tool] on the [Tool] Palette is as follows.

Assigning a keyboard shortcut

Select [Settings] → [Shortcut...] from the [Edit] menu. The Shortcut Assignment dialog box appears.


Shortcut Assignment
Menu
Tool
Category:
File
Edit
Selection
Cel
X-sheet
Color Chart
Light Table
Filter
View
Window
Help
New/Cel...
New/Color Chart
New/X-sheet...
New/Scene Folder...
Open/Cel...
Open/Color Chart...
Open/X-sheet...
Open/Scene Folder...
Close
Save
Save As...
Revert
Revert Layer Partially
Export/Raster...
Export/EPS...
Export/SWF...
Color/Create Color Chart From Cel
Shortcuts
Assign
Clear
Cancel All
OK
Cancel

Current assignment: Ctrl+N

New assignment:

❶ Select [Menu] or [Tool].

❷ Click [Assign] to enable the new keyboard shortcut.

❸ Click [New assignment] and enter the new keyboard shortcut from the keyboard.

❹ Click [OK] to close the dialog.

Resetting a shortcut

To reset all changes and return to the default keyboard shortcut assignments, click [Cancel All].

Tips

If a keyboard shortcut already in use is assigned to another menu item or tool, the new assignment overwrites the previous one.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Chapter 17

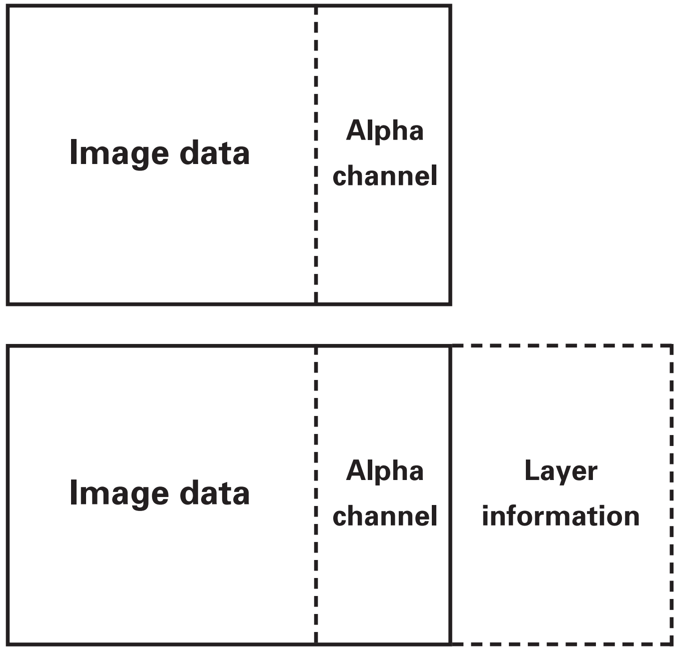
Appendix

Compatibility

Exchanging data with other software programs

Save format

RETAS!PRO HD retains information of several layers separately for the purpose of inbetween (line drawing) painting. When TraceMan HD executes a mono trace, it assigns the black lines to the outline plane and the color separation lines (red, blue, and green) to the painting plane, automatically.
And, normally unused information such as the outline plane information, is recorded at the end of the image file.



[Figure: Layer information recorded at the end of the image file]

If you load and save an image file generated with TraceMan HD with an application program other than PaintMan HD, the information added by RETAS!PRO such as the outline plane information becomes lost.

Compatibility with other software programs

Some application programs may not be able to open an image processed with RETAS!PRO as they interpret the layer information recorded by RETAS!PRO at the end of an image file as "invalid".
(Examples: Photoshop 4.0/5.0 for Windows)

Color styling

Color styling using computer

Colors on computers are expressed using either RGB or HSV. PaintMan HD can handle both. However, only RGB will be described here as it is more common.
In computers, "colors" are expressed as a mix of the three primary colors in light: Red (R), Green (G), and Blue (B).
Each of the R, G, and B colors can be expressed in 256 levels (0 to 255) when using full color. In other words, a gray with brightness of 50% can be expressed as (RBG: 128,128,128).
In Macintosh, the Color Picker expresses the colors in 65536 levels (16 bits) instead of 256 (8 bits). However, these levels can be expressed in 256 by dividing by 256.

Example:

Skin	R : 252 G : 199 B : 146
Skin (shadow)	R : 140 G : 162 B : 35
Skin (highlight)	R : 255 G : 232 B : 217
Hair	R : 252 G : 199 B : 146
Hair (shadow)	R : 157 G : 162 B : 13

Differences in coloring due to differences in the display device

Normally, color styling is done using the computer screen. However, most animations are reproduced through a video monitor or film.
Therefore, in color styling, it is important to check the colors using the final display device as color generation mechanisms are different among the different devices.

Exchanging data with other OS's

If you want to exchange data with other OS's, follow the recommendations below to name the files and avoid possible problems.

Do not use the following characters in a filename.

/ : ? * " < > |

Do not enter a filename with 32 or more single-byte characters.

Do not use double-byte characters.

Example of double-byte characters: Chinese, Japanese and Korean character, double-byte number, double-byte symbol

Do not use model-specific characters.

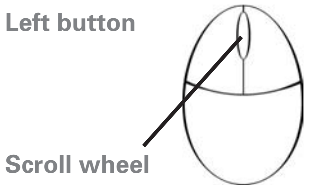
Example of model-specific characters: ① ②

In summary, put short and simple names using only "single byte characters" and "single byte numbers".

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Operation using mouse and pen tablet

Name of mouse parts

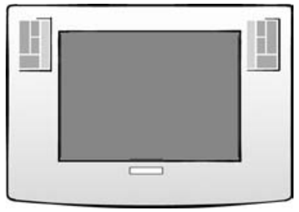


Right button

Mice used with MacOS X may have only one button. If so, use [Ctrl] + button to perform the right button operation.

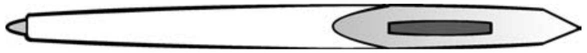
Name of pen tablet parts

Graphics Tablet



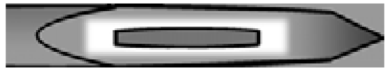
Active area is the workspace.

Stylus



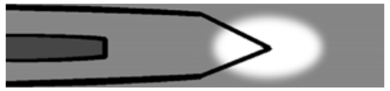
Pen-like input device.

Side switch



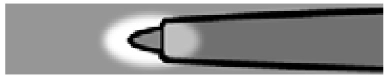
Button at the side of the stylus. The button closer to the tip is the [Side Switch], and the farther from the tip is the [Second Side Switch]. Depending on the stylus, it may have no side switches at all. The operation you can perform using the side switches can be configured using the pen tablet settings. Please note that the description in this user guide is basically limited to the default settings.

Tip switch



A switch at the tip of the pen. The switch is turned on when the tip touches the graphics tablet.

Tail switch

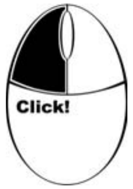


A switch at the opposite side of the tip switch. The switch is turned on when the tail touches the graphics tablet. Depending on the model, the stylus may have no tail switch.

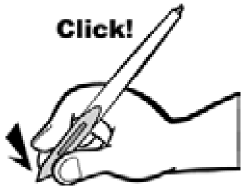
Left click

With the mouse

Press the left button once.



With the pen tablet

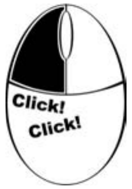


Touch the tablet "softly" with the tip of the stylus once. In this user guide, "click" refers to "left click" when stated simply.

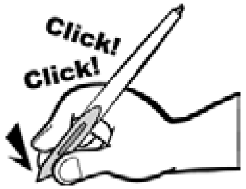
Double click

With the mouse

Press the left button twice.


Click!
Click!

With the pen tablet

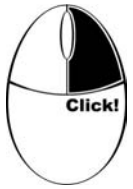

Click!
Click!

Touch the same point with the tip of the stylus twice. Or, press the second side switch on the stylus once.

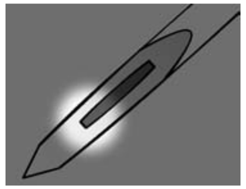
Right click

With the mouse

Press the right mouse button once.



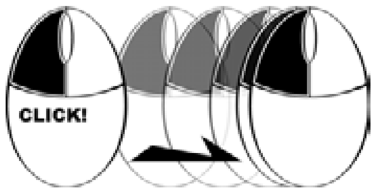
With the pen tablet



Press the stylus side switch once.

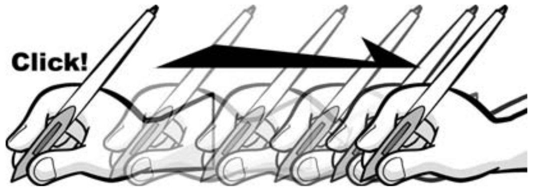
Drag

With the mouse



Move the mouse with the left button held down.

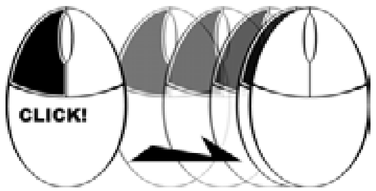
With the pen tablet



Move the stylus with the tip touching the graphics tablet.

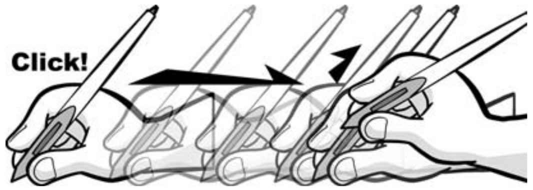
Drag and drop

With the mouse



Move the mouse with the left button held down then release the left button at the target point.

With the pen tablet



Move the stylus with the tip touching the graphics tablet and move away the tip from the graphics tablet at the target point.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Glossary

This section describes some computer, graphical user interface (GUI), unit, and animation related terms used in RETAS!PRO.

Computer terms

Vector graphics

Generic term for referring to an image format in which shapes such as points, lines, and curves as well as other image characteristics are expressed mathematically. Characteristics of a vector image are, for example:

1) Small file size
2) Configurable output resolution
3) Not memory-intensive

EPS, the format used in Adobe Illustrator, or SWF, the format used in Macromedia Flash are examples of image formats using vector graphics.

Raster graphics

Generic term for referring to an image format in which an image is expressed as dots with color information arranged horizontally and whose number varies depending on the resolution. Characteristics of an raster image are, for example:

1) Good for delicate images such as nature or aquarelle painting
2) Easy to add effects
3) Versatile
4) Relatively easy to process using software

Raster and vector can coexist in the RETAS!PRO HD DGA and CEL formats.

BMP, the format used in Windows, PICT, the format mainly used in Macintosh, and TIFF used in various platforms are examples of image formats using raster graphics.
In RETAS!PRO, the recommended image format for raster graphics is PNG.

Explorer

File management software implemented in Windows as standard.

Finder

File management software implemented in Mac OS as standard.

Folder path

Location on the disk where a file is stored, normally composed of a volume name, folder name, and filename. Symbols such as slash (/), and colon (:) are often used to separate the volume name, folder name, and filename.

Example: /stylos_data/

Extension

Normally, a 3-letter (single byte character) code attached at the end of a filename to indicate the file type.

Keyboard shortcut (Windows) / Alias (Mac OS)

"Alias" of a file or folder. An alias is not a file in itself, like a copy. In other words, the original file is not deleted even if the alias is. Double clicking the alias opens the original file.

RGB

Refers to a system for representing colors as a combination of the three primary colors in light: Red (R), Green (G), and Blue (B). You can adjust the color, saturation, and brightness by adjusting the level of each of the primary colors.
If 8 bits are used to express the level of a primary color (256 levels) in a pixel, the total number of available colors is 16,777,216 colors (approximately 16.7 million).
Similarly, if 16 bits are used to express the level of a primary color (65536 levels), many more colors are available.

HSV

Color expression using Hue, Saturation, and Value.
HSV allows you to compose colors more intuitively than with RGB.

a (Alpha), a plane, a channel

a (Alpha) is a transparency information used for compositing images, and a plane is the part of the image file where that information is stored.

Rasterize

The process for converting an image data in vector format into raster format (bitmap).

Sort

A reordering of the information in a list based on a given criterion.

Resolution

Indicates the level of detail of a scanned raster image, a printing, or a monitor. DPI and pixel are examples of units used for expressing resolution.

Anti-Aliasing

A process that smoothes the jagged edge seen in computer-drawn curves and shapes.

Graphical User Interface (GUI) terms

Thumbnail
A small image of some 10 x 10 pixels used for identifying an image data.

Dialog box
A window in which information that is configurable by the user is shown to prompt user input.

Tab (control)
A GUI for presenting information in groups that is used when the information and/or controls to be shown is large and cannot be arranged in one window or dialog box.

Tab is used when there are two or more information and/or controls groups and is selected using an index that is normally located in the upper part of the tab.

Popup menu
A menu that appears when the mouse is clicked in a window or dialog box, and is normally used to select a command, option, or item.

Context menu
A popup menu that appears when the mouse is [right clicked] or [Ctrl] + [clicked] (Macintosh) in a window or dialog box. The menu that appears shows commands or settings that are specific to the location in which the mouse was clicked.

Context menu is a menu that is not available for all windows and dialog boxes.

Unit terms

Inch
A unit of length used mainly in the USA. 1 inch = 2.54 cm (25.4 mm)

FPS
Abbreviation of Frame Per Second that represents the number of frames in one second. It is the unit for the frame rate in animation.

Films use 24 frames in one second, so their FPS is 24 while for video (NTSC), theirs is 30.

DPI
Abbreviation of Dot Per Inch that represents the number of dots (pixels) in one inch. It is used as the unit for representing the resolution of scanned raster format images, printing, monitors, etc.

Animation terms

Scene
Unit of screen image. Normally, a 30-minute TV animation program is composed of 300 to 400 scenes.

In live action, a scene is a series of actions recorded from the time the camera's shutter button is pressed until it is released.

Conventional scene folder
In the production of animations, materials necessary for each scene are managed using a paper container called scene folder.

This conventional scene folder is not only used as container but as a record of information such as check status, person in charge, directions, etc. so that they can be conveyed to other processes together with the materials contained.

Sequence number
A "sequence" is similar to a "paragraph" in a document. That is, it is a group of images classified by "scene" or "time".

X-sheet, Sheet
A form for registering the order in which cels are to be arranged in the cel stack as well as the timings.

Color Chart, Chart
A "combination of colors (= set)" to be used in painting.

Story Board
The "project design sheet" where the outline, characters, actions, dialogue, sound effect, and length etc. for each of the sequences/scenes are detailed in order, along the story line.

Layout
The design sheet for the "scene", and therefore drawn before starting with the scene drawing. It is used to check the scene, timing, lighting direction, character/BG arrangement, etc.

Key Drawing, Key
"Key Drawing, Key" is the line drawing of a key movement.

Inbetween
"Inbetween" is an image that results from "inbetweening" which is a process where intermediate positions are drawn so that the movement from one key to the other looks continuous.

Cel
Originally, it referred to an image of a line drawing traced and then painted on celluloid (acetate).

In digital painting, it refers to a painted "inbetween".

Cel number

A sequential number assigned to keys and inbetweens. In computer-assisted key and inbetween drawing, files are named using the cel number.

Color styling

"Color styling" is the process in which colors to be used for painting each of the scenes are determined.
Sometimes, "color styling" refers to a written instruction containing directions regarding the colors to be used in painting.

Retake (direction)

Originally, is a term for indicating to "take the film again" (re-take). In the production of animation, however its meaning is wider and means "redoing" (applicable to drawing, finishing, and shooting).

Scene table, Schedule

Forms for managing the progress of an animation production.
These forms give you information about "finished processes", "person in charge", "finished date", and "number of cels produced" etc. for each scene.

Frame

(1) A reference that gives the angle of view.
Examples: "drawing frame", "safety frame", "shooting frame", "painting frame"
(2) A single image in a video.
Examples: 5 seconds 10 frames

100Frame

The size of a frame for a scene without camera-work. That is, a frame with a size of 100%. This term is mainly used for specifying the angle of view for a camera-work (Used mainly in Japan).
Example: T.U. up to 50Frame

12 Field

[12 Field] is the name given to a frame with a "width of 12 inches"h and used for a scene without camera-work. This term is mainly used for specifying the angle of view for a camera-work. (Used mainly in USA)
Example: T.U. up to 6 Field

Safety frame

The picture tube of a TV does not show the whole image recorded in a video because the screen's mask cuts part of the image.
Due to this, the part of the images that must be shown on the TV screen needs to be drawn at some distance from the borders.
That is, the part of the images that must be shown on the TV screen must be drawn inside the safety frame.

Shadow markup

A direction for indicating that an area must be painted darker than an "illuminated" area because it is a "shadow", where "shadow" is the area of darkness formed behind an object that blocks the light. Shadow markup is generally done by filling roughly the relevant parts in green.

Transparency markup

A direction for the person(s) in charge of painting to leave a part in the image transparent, that is, without painting.
"Transparency markup" is generally done by marking the area with an "x" input manually.

Highlight markup

A direction for indicating that an area must be painted in a special color called "highlight color" because it is a bright area (= highlight). Highlight markup is generally done by filling roughly the relevant parts in yellow.

Color separation (line)

A border between colors; that is, a separation between an "illuminated area (normal color)" and the "shadow (darker color)" when painting the skin, for example. It is generally drawn with a color pencil (other than black).
Eventually, it is filled with either the normal or the darker color.

Effects

Abbreviation of "special effects".
Generally, it refers to operations done during finishing such as "airbrushing".
It may also refer to the special effects used in shooting.

Light table

A function for showing images semi-transparently in the [Cel] window.
In RETAS!PRO, the light table is controlled using a [Light Table] palette and used for inbetweening.

Direction

A term that refers to "production".
In RETAS!PRO, the X-sheet has a column in its upper part for the director to enter directions using text.

Cel BG

A normal BG is drawn on paper and painted with watercolors. "Cel BG" refers to a BG that is drawn based on the inbetweens and have the same finish as the cel.
It is used as a BG inbetween.

Model sheet

A list of characters used as a guide for drawing.

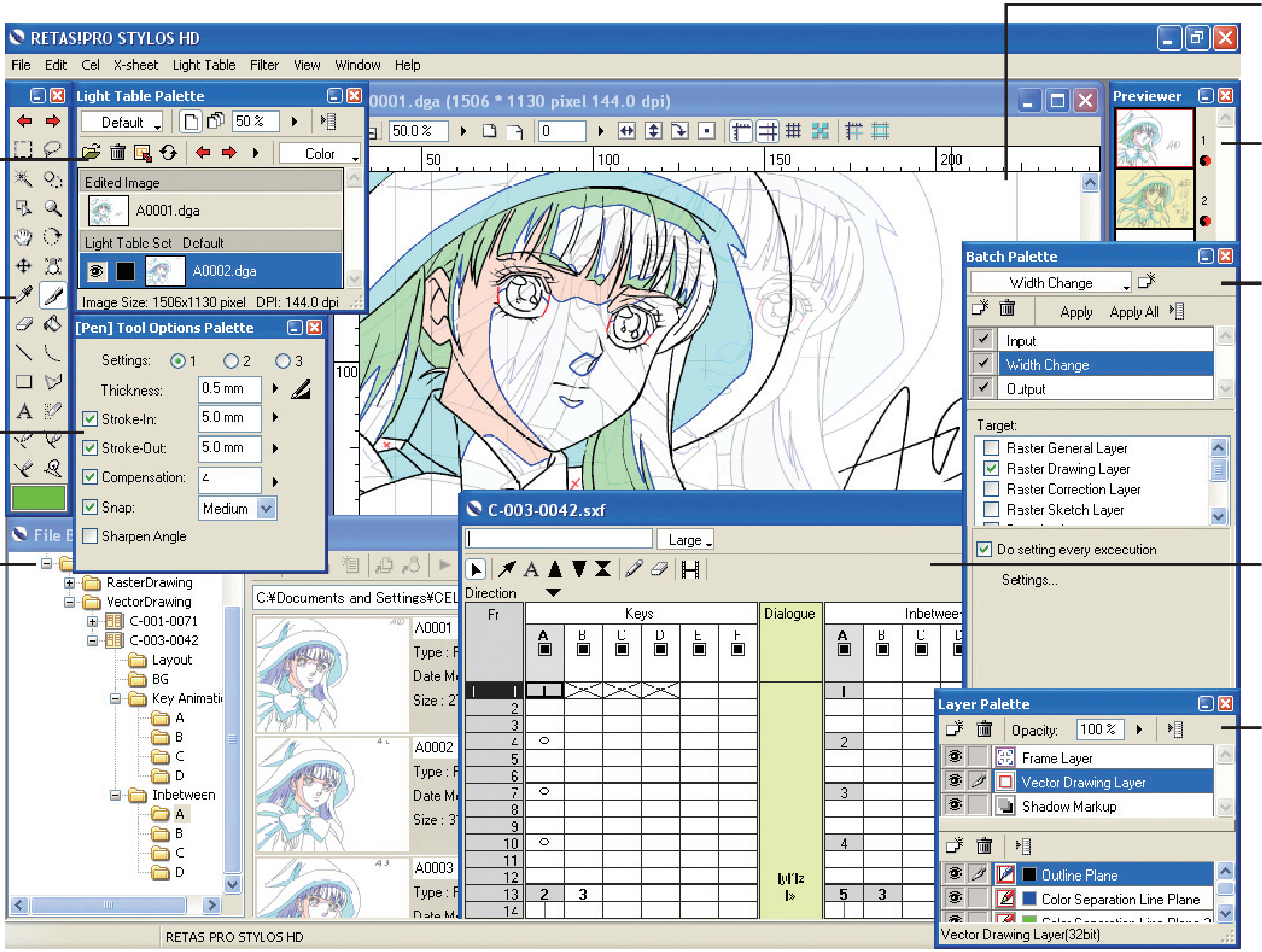
Center line

A line that passes through the center of a vector line.
Generally, it is invisible. However, it can be checked on the [Cel] window using the [Show Center Line] command.

Start & End points

[End points] are the points that mark the start or ends of a vector line.

STYLOS HD screenshot


RETAS!PRO STYLOS HD
File Edit Cel X-sheet Light Table Filter View Window Help
Light Table Palette
Default
50 %
Color
Edited Image
A0001.dga
Light Table Set - Default
A0002.dga
Image Size: 1506x1130 pixel DPI: 144.0 dpi
[Pen] Tool Options Palette
Settings: ⦿1 ○2 ○3
Thickness: 0.5 mm
☑ Stroke-In: 5.0 mm
☑ Stroke-Out: 5.0 mm
☑ Compensation: 4
☑ Snap: Medium
☐ Sharpen Angle
0001.dga (1506 * 1130 pixel 144.0 dpi)
50.0 %
0
50
100
150
200
Previewer
1
2
Batch Palette
Width Change
Apply Apply All
☑ Input
☑ Width Change
☑ Output
Target:
☐ Raster General Layer
☑ Raster Drawing Layer
☐ Raster Correction Layer
☐ Raster Sketch Layer
☑ Do setting every excecution
Settings...
File B
RasterDrawing
VectorDrawing
C-001-0071
C-003-0042
Layout
BG
Key Animati
A
B
C
D
Inbetween
A
B
C
D
C:¥Documents and Settings¥CEL
A0001
Type : F
Date M
Size : 2
A0002
Type : F
Date M
Size : 3
A0003
Type : F
Date M
C-003-0042.sxf
Large
Direction
Fr
Keys
Dialogue
Inbetween
A B C D E F
A B C D
1 2 3 4 5 6 7 8 9 10 11 12 13 14
Layer Palette
Opacity: 100 %
Frame Layer
Vector Drawing Layer
Shadow Markup
Outline Plane
Color Separation Line Plane
Vector Drawing Layer(32bit)
RETAS!PRO STYLOS HD

Light table palette
A palette for operating the Light Table which is used to show other images behind the current image, semi-transparently.

Tool Palette
A palette that is a collection of tools used for drawing, for example.

Tool Options Palette
A palette for setting the options for each of the tools.

File Browser
A window for browsing image files and managing scene folders.

Cel window
A window for editing (drawing) images. This window is equivalent to the layout paper or inbetween drawing paper used when working with paper.

File Previewer
A palette for switching the sequentially numbered files to work on.

Batch Palette
A palette for executing batch processing where the same processing is repeated for multiple data.

X-sheet window
A window for managing the cel timings as well as the order in which the cels should be overlapped.

Layer Palette
A palette for configuring the layer setting, such as the order in which they are to be overlapped, whether a particular layer should be visible or hidden, etc.

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

List of commands applicable to STYLOS HD layers

(*) It is not possible to have both raster drawing and vector drawing in once cel.

Layer name	Raster general	Raster drawing	Raster correction	Raster sketch	Shadow markup	Vector drawing	Vector correction	Text	Direction text	Direction	Frame	Vanishing point	Selection
Maximum number of layers per cel	Multiple	1 (*)	Multiple	1	1	1 (*)	Multiple	Multiple	Multiple	Multiple	1	Multiple	Multiple
[Tool] palette													
Lasso	○	○	○	○	○	○	○	○	○	○	○	○	○
Selection Brush	○	○	○	○	○	○	○	○	○	○	○	○	○
Object Selection	○	○	○	○	○	○	○	○	○	○	○	○	○
Zoom	○	○	○	○	○	○	○	○	○	○	○	○	○
Hand	○	○	○	○	○	○	○	○	○	○	○	○	○
Rotate	○	○	○	○	○	○	○	○	○	○	○	○	○
Move	○	○	○	○	○	○	○	○	○	○	○	○	○
Light Table	×	×	×	×	×	×	×	×	×	×	×	×	×
Pen	○	○	○	○	○	○	○	×	×	○	×	×	○
Eraser	○	○	○	○	○	○	○	×	×	○	×	×	○
Fill	×	×	×	×	○	×	×	×	×	×	×	×	○
Line	○	○	○	○	○	○	○	×	×	○	×	×	○
Curve	○	○	○	○	○	○	○	×	×	○	×	×	○
Shape	○	○	○	○	○	○	○	×	×	○	×	×	○
Shape (when "Color" is enabled)	○	×	×	○	○	×	×	×	×	○	×	×	○
Polyline	○	○	○	○	○	○	○	×	×	○	×	×	○
Polyline (when "Color" is enabled)	○	×	×	○	○	×	×	×	×	○	×	×	○
Text	○	○	○	○	○	○	○	○	○	○	○	○	○
Dust Filter	○	○	○	○	○	×	×	×	×	○	×	×	○
Join Line	○	○	○	○	○	○	○	×	×	○	×	×	○
Line Smooth	×	×	×	×	×	○	○	×	×	×	×	×	×
Change Width	○	○	○	○	○	○	○	×	×	○	×	×	○
Reshape	×	×	×	×	×	○	○	×	×	×	×	×	×
[Edit] menu													
Undo	○	○	○	○	○	○	○	○	○	○	○	○	○
Redo	○	○	○	○	○	○	○	○	○	○	○	○	○
Cut	○	○	○	○	○	○	○	○	○	○	×	×	○
Copy	○	○	○	○	○	○	○	○	○	○	×	×	○
Paste	○	○	○	○	○	○	○	○	○	○	×	×	○
Paste to Selected Plane	○	○	○	○	○	○	○	×	×	○	×	×	○
Convert & Paste	○	○	○	○	○	○	○	○	○	○	×	×	○
Clear	○	○	○	○	○	○	○	×	×	○	×	×	○
Select All	○	○	○	○	○	○	○	○	○	○	○	○	○
Deselect	○	○	○	○	○	○	○	○	○	○	○	○	○
Reverse Selection	○	○	○	○	○	○	○	○	○	○	○	○	○
Convert Selection → Convert Selection To Layer	○	○	○	○	○	○	○	○	○	○	○	○	○
Convert Selection → Convert Layer To Selection	×	×	×	×	×	×	×	×	×	×	×	×	○
Convert Selection → Add Layer To Selection	×	×	×	×	×	×	×	×	×	×	×	×	○
Convert Selection → Delete Layer From Selection	×	×	×	×	×	×	×	×	×	×	×	×	○
Snap → Guide	○	○	○	○	○	○	○	○	○	○	○	○	○
Snap → Grid	○	○	○	○	○	○	○	○	○	○	○	○	○
Repair Line → Join Line	○	○	○	○	○	○	○	×	×	○	×	×	○
Repair Line → Smooth Line	×	×	×	×	×	○	○	×	×	×	×	×	×
Repair Line → Change Width	○	○	○	○	○	○	○	×	×	○	×	×	○
Repair Line → Sharpen Angle	×	×	×	×	×	○	○	×	×	×	×	×	×
Repair Line → Round Angle	×	×	×	×	×	○	○	×	×	×	×	×	×

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Layer name	Raster general	Raster drawing	Raster correction	Raster sketch	Shadow markup	Vector drawing	Vector correction	Text	Direction text	Direction	Frame	Vanishing point	Selection
Transform → Scale	○	○	○	○	○	○	○	×	×	○	×	×	○
Transform → Free Rotation	○	○	○	○	○	○	○	×	×	○	×	×	○
Transform → Numeric	○	○	○	○	○	○	○	×	×	○	×	×	○
Transform → Flip Horizontal	○	○	○	○	○	○	○	×	×	○	×	×	○
Transform → Flip Vertical	○	○	○	○	○	○	○	×	×	○	×	×	○
[Cel] menu													
Layer → New...	○	○	○	○	○	○	○	○	○	○	○	○	○
Layer → Copy	○	×	×	×	×	×	×	○	○	×	○	○	○
Delete Layer → Delete Layer	○	○	○	○	○	○	○	○	○	○	○	○	○
Layer → Delete Hidden Layer	○	○	○	○	○	○	○	○	○	○	○	○	○
Layer → Convert...	○	○	○	○	○	○	○	○	○	○	○	○	○
Layer → Properties...	○	○	○	○	○	○	○	○	○	○	○	○	○
Layer → Settings...	×	×	×	×	×	×	×	○	○	×	○	○	×
Plane → New...	×	○	○	×	×	○	○	×	×	○	○	×	×
Plane → Copy	×	○	○	×	×	○	○	×	×	○	○	×	×
Plane → Delete Plane	×	○	○	×	×	○	○	×	×	○	×	×	×
Plane → Convert...	×	○	○	×	×	○	○	×	×	×	×	×	×
Plane → Properties...	○	○	○	○	○	○	○	○	○	○	○	○	○
Plane → Settings...	×	×	×	×	×	×	×	○	○	×	○	○	×
[Filter] menu													
Dust Filter	○	○	○	×	×	×	×	×	×	○	×	×	○
Output Layers (for layer conversion)													
Raster general	×	○	○	○	○	○	○	○	○	○	×	×	○
Raster drawing	×	×	○	×	×	×	×	×	×	×	×	×	×
Raster correction	×	○	×	×	×	×	×	×	×	×	×	×	×
Raster sketch	○	○	○	×	○	○	○	○	○	○	×	×	○
Shadow markup	○	○	○	○	×	○	○	○	○	○	×	×	○
Vector drawing	×	×	×	×	×	×	○	×	×	×	×	×	×
Vector correction	×	×	×	×	×	○	×	×	×	×	×	×	×
Text	×	×	×	×	×	×	×	×	○	×	×	×	×
Direction text	×	×	×	×	×	×	×	○	×	×	×	×	×
Direction	○	○	○	○	○	○	○	○	○	×	×	×	○
Frame	×	×	×	×	×	×	×	×	×	×	×	×	×
Vanishing point	×	×	×	×	×	×	×	×	×	×	×	×	×
Adjustment	×	×	×	×	×	×	×	×	×	×	×	×	×
Selection	×	×	×	×	×	×	×	×	×	×	×	×	×
Retainable planes													
Raster plane	○	×	×	○	○	×	×	×	×	○	×	×	×
Outline	×	○	○	×	×	○	○	×	×	×	×	×	×
Painting	×	×	×	×	×	×	×	×	×	×	×	×	×
Color Separation Line	×	○	○	×	×	○	○	×	×	×	×	×	×
Additional Line	×	×	×	×	×	○	○	×	×	×	×	×	×
Text	×	×	×	×	×	×	×	○	○	×	×	×	×
Shooting Frame	×	×	×	×	×	×	×	×	×	×	○	×	×
Vanishing Point	×	×	×	×	×	×	×	×	×	×	×	○	×
Adjustment	×	×	×	×	×	×	×	×	×	×	×	×	×
Selection	×	×	×	×	×	×	×	×	×	×	×	×	○

Index

etc.

alpha 17-7
alpha channel 17-7
alpha plane 17-7

100% View When Creating Cel Window 16-5
100Frame 6-14,17-10

A

Actual Pixels 5-3
Add Foreground Color to Selection 10-12
Add RGB 13-16
Add to Selection 10-7
Adding a selection layer to a selection 10-16
Additional line plane 7-22
Adjustment layer 7-10,7-24
AIF 4-39
AIFF 4-39
Alias 17-7
All Opacity button (Light Table Palette) 9-16
Allocation to Application 16-8
Alpha channel 7-7,7-23,17-7
Also Draw Raster General Layer 13-4
Anchor frame 1-11,6-16,16-4
Anchor frame plane 7-9,7-24
Anti-Aliasing 17-7
Anti-Aliasing Lines Being Drawn 16-6
apf 16-4
Applying a filter 11-10
Arrange Palettes 5-14
Arrow Settings dialog box (X-sheet) 4-37
Arrow tool (X-sheet) 4-17
Aspect Ratio 8-11,10-7
Assigning a keyboard shortcut 16-10
Auto Adjustment 16-9
Automatic File Save 16-3

B

Backward compatibility 2-8
Basic operations using Batch Processing 12-2
Basic operations using Cut & Paste 10-19
Basic operations using Selection 10-3
Basics of light table 9-2
Batch processing item 12-6
Batch processing operations 12-2
BG Export Setting dialog box 15-5,15-9
Bitmap image 1-4
BMP 15-8,15-10
Border line plane 7-24
Brightness/Contrast plane 7-24
Browser Setup dialog box 4-69
Browsing images 4-61
Browsing the basic information 4-62
Browsing the handwriting memo 4-68
Browsing the Message Board 4-66
Browsing the schedule 4-64

C

CEL 7-2,15-4,15-6
Cel 16-5,17-9
Cel Bank 4-57,4-61
Cel BG 17-11
Cel folder 4-8,4-71
CEL format 1-5
Cel image 15-4
Cel Layer switch 4-16
Cel List button (Light Table Palette) 9-17
Cel number 17-10
Cel Scene Folder 1-9,4-3,15-4
Center line 17-11
Center point 9-7,11-9
Change Width 12-6
Change Width (Menu) 8-22
Change Width dialog box 12-6
Change Width tool options palette 8-23
Changing a drawing paper size 6-9
Changing a drawing paper size based on number of frames 6-8
Changing a drawing paper size based on the shooting frame 6-11
Changing a layer order 7-12
Changing a plane order 7-12
Changing a plane settings 7-12
Changing the canvas size 11-4
Changing the image size 11-5
Changing the X-sheet settings 4-47
Chart 17-9
Checking 8-28
Checking the motion 3-29,4-71,8-29
Chief Animator 3-31
Chief Animator corrections 3-31
Circle 8-11
Cleaning up the color separation line 3-35
Cleaning up the outlines 3-35
Clear 10-19
Close Gap 8-15,10-7
Closest Frame 6-7
Collect in a Specified Origin Point (Light Table menu)9-19
Color 16-6
Color Chart 17-9
Color Locator 5-11
Color on View 8-14
Color separation 17-11
Color Separation Line 3-19
Color separation line plane 3-13,3-19,3-35,7-22,7-23
Color separation line: red 3-13
Color styling 17-3,17-10
Color Tolerance 10-7
Coloring plane 7-23
Column Selection tool (X-sheet) 4-17
Compatibility 17-2
Compatibility with other software programs 17-2
Compensation 8-2,8-5
Configuring a Motion Check 4-52
Configuring a Quick Motion 9-24
Configuring the 100Frame setting 3-4
Configuring the Preferences 16-2
Configuring the shortcuts 3-43
Configuring the upper cel/lower cel 4-6
Connect Start and End Points 8-13
Connecting a graphics tablet 3-3
Context menu 17-8
Conventional scene folder 1-9,17-9
Convert & Paste 10-19
Convert Layer dialog box 7-16
Convert... 7-20
Converting a layer 7-16
Converting a layer to selection (Loading) 10-15
Converting a selection to layer (Saving) 10-14
Copy 4-71,7-20,10-19
Copying a layer 7-13
Copying a plane 7-13
Copying a selection 11-6
Create From Center 8-11,10-7
Create New Plane button 7-19
Creating a cel the easy way 6-2
Creating a drawing paper 3-33
Creating a drawing paper (raster format) 3-6,3-16
Creating a drawing paper (vector format) 3-20
Creating a framing 3-15,13-6
Creating a new cel 6-4
Creating a new drawing/cel scene folder 4-4
Creating a new layer 7-15
Creating a new plane 7-15
Creating a new X-sheet 3-23,4-18
Creating a save folder 3-4
Creating an arrow (X-sheet) 4-36
Current layer 4-16
Cursor As Cross 16-5
Curve tool 8-8
Curve tool options palette 8-9
Cut & Paste Specifications in RETAS!PRO HD 10-20
Cut & Paste Specifications in Ver. 5 10-21
Cut at Selection 10-7
Cutting and Pasting 10-19

D

Darkness 13-4
Data cell 4-14
Decrease from n% in step of n% (light table) 9-22
Default Cel Window Monitor 16-9
Delete 4-71,7-20
Delete (Light Table menu) 9-18
Delete Entirely 8-7
Delete Hidden Layer 7-20
Delete Layer button 7-19
Delete Loaded Image button (Light Table Palette) 9-17
Delete Original Images At Previous And Next Images Load (Light Table) 9-22
Delete Plane button 7-19
Delete Touched Part 8-7
Delete Until Intersection 8-7
Deleting a frame 4-44

Deleting a layer 4-41,7-14
Deleting a plane 7-14
Deleting a selection layer from a selection 10-17
Deleting an image 9-5
Deleting an X-sheet 4-49
Deselect 10-3
DGA 7-2
DGA format 1-5
Dialog box 17-8
Direction 17-11
Direction field 4-30,4-47
Direction layer 3-14,7-8,7-24
Direction text layer 7-8,7-24,13-10
Display Mode (Light Table menu) 9-19
Display Mode pull-down menu (Light Table Palette) 9-17
Doing corrections (raster correction) 3-31
Dongle check 3-3
DPI 17-8
Drawing 8-2
Drawing a line 3-10
Drawing a selection 10-18
Drawing frame 6-13
Drawing on a selected raster plane 13-10
Drawing Paper 16-4
Drawing paper (cel) 6-2
Drawing Paper Settings file 16-4
Drawing Permission column 7-11
Drawing Permission icon 7-11,7-18
Drawing Scene Folder 1-9,4-3
Drawing-related layers 7-4,7-22
Dust Filter (Filter) 8-17
Dust Filter dialog box 8-17
Dust Filter tool 8-16
Dust Filter tool options palette 8-16
Dust Size 8-16

E

Easy Position Adjustment (Light Table) 9-20
Edit Alpha 7-20
Edit Alpha button 7-19
Edit Browser Folder button 4-58
Edit Light Table Set dialog box 9-11
Edit Set... (Light Table menu) 9-18
Editing a Frame (row) 4-44
Editing a Layer (column) 4-41
Editing a light table set 9-9
Editing the browser folder 4-59,4-70
Editing the keyboard shortcuts 3-43,16-10
Effects 17-11
Empty cell sign 4-24
End points 17-11
Enlarge/Reduce the light table image 9-8
Entering a call-out 13-16
Entering a dialogue 3-27,4-28
Entering a direction 13-14
Entering a handwritten shooting direction 4-34
Entering a Hold direction 3-25
Entering a reverse inbetweening direction 3-26
Entering a shadow markup (Fill tool) 3-38,13-2
Entering a shadow markup (Pen tool) 3-39,13-5
Entering a shooting direction 1 4-30
Entering a shooting direction 2 4-31
Entering a shooting markup 3-14,3-28,13-6
Entering a Step in 3's 3-25
Entering a text 13-11
Entering a text as raster image 13-15
Entering an inbetweening direction 3-26
Entering an optical markup sign 4-38
Entering directions using drawing tools 13-9
Entering the key and inbetween numbers 4-22
Entering the key number 3-24
Entire Vector Line 8-21,8-23
EPS 15-12,15-13
Eraser tool 3-11,8-6
Eraser tool (X-sheet) 4-17
Eraser tool options palette 8-7
Erasing a line 3-11
Evolution Towards the HD Era 2-2
Exchanging data with other OS's 17-3
Exchanging data with other software programs 17-2
Executing a Motion Check 4-53
Executing a Motion Check for a selected part 4-54
Expanding/Reducing a selection 10-13
Explorer 17-6
Export 4-71
Export Finished Drawings button 4-58
Export Raster button 4-58
Export Raster dialog box 15-11
Export Scene Folder dialog box 15-5,15-9
Exporting finished drawings 3-40
Exporting Finished Drawings dialog box 15-7
Exporting on a cel stack basis 15-6,15-10,15-13
Exporting on a scene basis 15-4,15-8,15-12
Exporting to general raster image format 15-8
Exporting to general vector image format 15-12
Extension 17-7
Eyedropper tool (shadow markup) 8-14
Eyedropper tool options palette 8-14

F

F.I. 4-38
F.I. tool (X-sheet) 4-17
F.O. 4-38
F.O. tool (X-sheet) 4-17
File 16-3
File Browser 1-10,4-56
File Browser menu 4-70
File Previewer 4-72
File Previewer basic operations 4-72
File View 4-57
File View Switch button 4-58
Fill tool 3-38
Fill tool (shadow markup) 8-15
Fill tool options palette 8-15
Filter 11-10
Finder 17-6
Finishing and BG-related layers 7-6,7-23
Fit on Screen 5-3
Fix Every 45 Degrees 8-9,8-11,8-13
Fix One Point 8-24
Fix Start End Points 8-24
Fixed Width 8-23,12-6
Flip Horizontal 5-5
Flip Horizontal (Light Table menu) 9-19
Flip Horizontal button (Light Table Palette) 9-17
Flip Vertical 5-5
Flip Vertical (Light Table) menu 9-19
Flip Vertical button (Light Table Palette) 9-17
Flipping 3-30,9-23
Flipping with RETAS!PRO 9-23
Folder path 17-7
FPS 8-29,17-8
Frame (row) 4-14
Frame layer 7-9,7-24
Frames 6-13,17-10
Free Start End Points 8-24
Full Screen mode 5-13

G

Gap (tool option) 8-19
Gray paint layer 7-6,7-23
Grid 7-17
Guide 7-17

H

Hand tool 5-6
Handle 9-8,11-9
Hide All (Light Table menu) 9-19
Hide Cursor While Drawing 16-5
Highlight markup 17-11
HSV 17-7

I

Image Color icon (Light Table Palette) 9-17
Image file 4-8
Image Name field (Light Table Palette) 9-17
Image resolution (Light Table) 9-20
Image Settings dialog box 15-5,15-9
Import... 4-71
Importing a sound file 4-39
Inbetween 3-32,17-9
Inbetween Export Setting dialog box 15-5,15-9
Inbetween numbering in RETAS!PRO 4-12
Inbetweener 3-32
Inbetweening 3-36,9-12
Inbetweening sign 4-24
Inch 17-8
Include Red, Blue, And Green in Color Check 16-5
Info View 4-57
Inserting a frame 4-44
Inserting a layer 4-41
Intensity 8-24
Intersect with Selection 10-7

J

Join Line 13-4
Join Line (Menu) 8-18
Join Line tool 8-18,8-24
Join Line tool options palette 8-19,8-24
Join Line Width 8-19
Join Vector Endpoints 8-19
Jump To Frame (Light Table menu) 9-18
Jump To Frame dialog box 9-21

K

Key 3-16,3-19,17-9
Key animator 3-6,3-16,3-23
Keyboard shortcut 17-7

L

Lasso tool 10-5
Layer 7-3,7-11,7-17
Layer (column) 4-14
Layer menu 7-20
Layer name field 7-18
Layer Palette 7-18
Layer Palette basic operations 7-11
Layer Properties dialog box 7-21
Layout 3-6,3-12,17-9
Layout sketch 3-8
Level adjust plane 7-24
License 16-2
Light table 17-11
Light Table menu 9-18
Light table set 9-9
Light Table Settings dialog box 9-22
Line Smooth tool (vector) 8-20
Line Smooth tool options palette 8-21
Line tool 8-8
Line tool options palette 8-9
List of commands applicable to STYLOS HD layers 17-14
List of layers and planes 7-22
Load button 4-58
Load New Image... button (Light Table Palette) 9-17
Load Previous & Next Images (Light Table menu) 9-18
Load Previous & Next n Images (Light Table) 9-22
Load to Light Table 4-71
Load to Light Table button 4-58
Load... (Light Table menu) 9-18
Loaded Image View Settings... button (Light Table Palette) 9-17
Loading an image 9-4
Loading to a Quick Motion Set 9-25

M

Magic Wand tool 10-4
Make Image High Quality At Rotation (light table) 9-22
Management File 4-10
Manipulating a light table image 9-6
Margin 1-11,6-16,16-4
Measure position and size of a selection 10-9
Memory 16-8
Mirror 11-2
mn6 4-10
mng 4-10
Model sheet 17-11
Monitor 16-9
Mono paint layer 7-6,7-23
Motion Check button 4-58
Motion Check button (X-sheet) 4-17
Motion Check function 4-50
Motion Check Monitor 16-9
Move Cels Cyclically 16-5
Move Entire Line 8-24
Move Image 10-7
Move Image To Middle Position (Light Table menu) 9-19
Move Selection 10-3
Move tool 7-17
Move tool options palette 7-17
Moving a light table image 9-7
Moving a screen view 5-6
Moving the anchor frame 6-18
Moving the entire light table image 9-8
Multi-layer 7-2
Multi-layered image 1-5
Multi-layered image for drawing 7-2
Multi-layered image for finishing 7-2
Multi-View 5-13

N

Name of the Light Table Palette parts 9-16
New 4-70,7-20
New Cel button 4-58
New Cels dialog box 6-6
New Scene Folder button 4-58
New X-sheet button 4-58
Next Cel (Light Table menu) 9-18
Next Cel button (Light Table Palette) 9-17
Non-image related layers 7-8,7-24
Number of Undo's 16-5
Numeric... (Light Table menu) 9-19

O

O.L. 4-38
O.L. tool (X-sheet) 4-17
Object Selection tool 5-8
Off Peg registration 3-36,9-12
Off Peg registration with RETAS!PRO 9-13
Offset (Light Table) 9-20
Opacity 7-21
Opacity button (Light Table Palette) 9-16
Opacity field 7-19
Opaque mode 7-21
Open 4-70
Open in Explorer 4-70
Open in Finder 4-70
Open in Sub Palette 4-70
Opening the file browser 3-5
Operation using mouse and pen tablet 17-4
Outline 8-11,8-13
Outline plane 3-12,3-19,3-35,7-22,7-23
Outline Protection 1-7

P

Page Setup dialog box 6-10
Page Setup... 4-71
Paint 8-11,8-13
Painting plane 7-23
Painting the cel in red 3-13
Palette split bar 7-19
Passing the data to painting 3-40
Paste 4-71,10-19
Paste to Selected Plane 10-19
Pasting to a new layer 10-26
Pasting to a specified layer 10-24
Pause At Start 8-29
Pen pressure 3-10
Pen pressure adjustment 8-3
Pen Pressure Settings dialog box 8-3
Pen Pressure Settings file 8-3
Pen tool 3-10,3-39,8-4
Pen tool (X-sheet) 4-17
Pen tool options palette 8-5
Performing a Quick Motion 9-27
PICT 15-8,15-10
Plane 7-3
Plane Color 7-21
Plane menu 7-20
Plane Name field 7-18
Plane Properties dialog box 7-21
Plug-in 16-7
Plug-in Folder Location 16-7
PNG 15-8,15-10
Polygon 8-11
Polyline tool 8-12
Polyline tool options palette 8-13
Popup menu 17-8
Position Adjust (Light Table) 9-19
Position of a pasted image 10-27
pps 8-3
Previous Cel (Light Table menu) 9-18
Previous Cel button (Light Table Palette) 9-17
Print dialog box 15-15
Print Settings dialog box 15-14
Printing 15-14
Printing an X-sheet 4-48
Properties... 7-20

Q

Quick Motion 3-30,9-23
Quick Motion Settings dialog box 9-28
Quitting STYLOS HD 3-2

R

Raster correction layer 7-4,7-23
Raster drawing layer 3-12,3-16,3-33,7-4,7-22

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6
Chapter 7
Chapter 8
Chapter 9
Chapter 10
Chapter 11
Chapter 12
Chapter 13
Chapter 14
Chapter 15
Chapter 16
Chapter 17

Raster general layer 7-7,7-23
Raster graphics 1-4,17-6
Raster Image Reading Resolution 16-5
Raster plane 7-22,7-23
Raster sketch layer 3-8,7-4,7-22
Rasterize 17-7
RAW 15-8,15-10
Re-applying a filter 11-11
Rectangle Selection tool 10-4
Redo 14-2
Redo and revert 14-2
Reference Frame dialog box 6-19
Reflect on View Size 8-7,8-16,8-19,8-21,8-23,10-7
Reflect Pen Pressure on Thickness 8-5,8-7,8-16,8-19,8-21,8-23,10-7
Refresh (Light Table menu) 9-18
Refresh Loaded Image button (Light Table Palette) 9-17
Register To Undo Buffer After x seconds From Drawing 16-5
Remove Non-transparent Points 8-16,8-17
Remove Points Dissimilar To Surrounding 8-16,8-17
Remove Transparent Points 8-16,8-17
Rename 4-71
Renaming a layer 4-41
Renaming an X-sheet 4-49
Renumber Cel 4-71
Resampling 11-5
Reset Rotation (Light Table menu) 9-19
Reset Scale & Rotation (Light Table menu) 9-19
Reset Scale (Light Table menu) 9-19
Resetting a shortcut 16-10
Reshape Range 8-24
Resolution 16-5,17-7
Retake 17-10
RETAS!PRO basic system 1-4
RETAS!PRO HD Main Features 2-4
Reverse Selection 10-3
Reverse-sheet sign 4-24
Reversing the screen view 5-5
Revert 14-3
Revert Layer Partially 14-3
Reverting an X-sheet 4-48
RGB 17-7
RGB value 13-10
Rotate 11-3
Rotate (tool option) 8-11,10-7
Rotate in units of 45 Degrees 10-7
Rotate the light table image 9-7
Rotate tool 3-9,5-4
Rotating the screen 3-9
Round Up Pixel Smaller Than 1 16-6
Rules for scene folder operation 4-11

S

Safety Frame 6-13,16-4,17-10
Save As 15-3
Save As Ver. 5 RETAS Compatible 16-6
Save folder 1-9
Saving 3-42,15-2
Saving a file 15-2
Saving a selection 10-14
Saving an X-sheet 4-48
Saving and creating subsequent cels 3-22
Saving automatically 3-42
Saving the batch processing items list 12-5
Scale Down 8-23,12-6
Scale Up 8-23,12-6
Scale Using Mouse Wheel 16-6
Scanner 16-9
Scene 4-71,10-19,17-9
Scene Folder 1-9,4-2
Scene Folder components 4-8
Scene Folder name basic format 4-11
Scene Table 17-10
Schedule 17-10
Screen View 5-2
Select All 10-3
Select Color 10-7
Select Foreground Color 10-12
Select Line 10-7
Select New 10-6
Select Only Completely Included 10-7
Select Other than Foreground Color 10-12
Select Paint Border Line 10-7
Select Partially Included 10-7
Select Until Intersection 10-7
Selected Plane Color 8-14
Selecting a copy source layer in RETAS!PRO HD 10-22
Selecting a copy source layer in Ver. 5 10-23
Selecting a layer 7-11
Selecting a plane 7-11
Selecting multiple data cells 4-25
Selection 10-2
Selection Brush tool 10-5
Selection layer 7-10,7-24
Selection plane 7-24
Selection tool options palette 10-6
Selections using foreground color 10-12
Sending drawing data to painting 15-4
Sequence number 17-9
Sequential Cels in the Front 12-2
Set Opacity Automatically (Light Table) 9-22
Set Pegbar Position 16-9
Set Position dialog box 9-20
Set Position dialog box... (Light Table menu) 9-19
Settings... 4-71,7-20
Settings... (Light Table menu) 9-19
SGI 15-8,15-10
Shadow markup 8-14,8-15,13-2,17-10
Shadow Markup dialog box 13-4
Shadow markup layer 7-8,7-24
Shadow markup plane 7-24
Shadow Markup... 13-3
Shape tool 8-10
Shape tool options palette 8-11
Sharpen Angle 8-5
Sheet 17-9
Shooting Frame dialog box 13-8
Shooting frame plane 3-15,7-9,7-24
Show All (Light Table menu) 9-19
Show Anti-aliasing 5-12
Show Center Line 5-12
Show Cursor In Actual Size 16-5
Show Grid 5-8
Show Layer Menu button 7-19
Show Light Table 8-29
Show Light Table Menu button (Light Table Palette) 9-16
Show Menu button 4-58
Show Peg Holes in Anchor Frame 16-6
Show Plane Menu button 7-19
Show Ruler 5-7
Show Selection Only 8-29
Show Transparent Area 5-10
Show Vector Start & End Points 5-12
Show/Hide Image icon (Light Table Palette) 9-17
Show/Hide layer 7-11
Show/Hide Layer icon 7-11,7-18
Show/Hide Plane 7-11
Show/Hide Plane icon 7-18
Show/Hide Tree View button 4-58
Showing the guide line 5-7
Simple motion check on current cel 8-28
Slide show 8-31
Smooth Angle 8-21
Smooth Line (Vector) (Menu) 8-20
Snap 8-5,8-9,8-11,8-13
Snap to Grid 5-9
Snap to Guide 5-8
SOFTIMAGE 15-8,15-10
Sort 4-71,17-7
Spline 8-13
Standard resolution 6-15
Starting STYLOS HD 3-2
Stop at Paint Overflow 8-15
Story Board 17-9
Stroke-in 3-10,8-2,8-5,8-9
Stroke-out 3-10,8-2,8-5,8-9
STYLOS HD screen 17-12
STYLOS HD: Main Features 2-6
Subcel folder 4-8
Subtract from Selection 10-7
Swap Image (Light Table menu) 9-18
Swapping Layers 4-41
SWF 15-12,15-13
Switch Light Table Set pull-down menu 9-16
Switch View Layer dialog box 9-21
Switch View Layer... dialog box (Light Table menu) 9-19
sxf 4-10,4-15

T

Tab 17-8
TARGA 15-8,15-10
Text function 13-10
Text layer 7-9,13-10
Text plane 7-24
Text Settings dialog box 13-16
Text Settings dialog box (X-sheet) 4-33
Text tool 13-11

Text tool (X-sheet) 4-17
Text tool options palette 13-11
Thickening 8-23,12-6
Thickness 10-7
Thinning 8-23,12-6
Thumbnail 17-8
Thumbnail (Light Table Palette) 9-17
TIFF 15-8,15-10
Tone curve plane 7-24
Tool bar 5-3,5-5
Top Plane Color 8-14
Trace 1-6
Transferring inbetween numbers 4-26
Transferring the X-sheet 3-32
Transform dialog box 11-8
Transforming a selection 11-7
Transforming an image entirely 11-2
Transparency markup 17-11
Tree view 4-57
tsf 4-10,4-15
Two types of scene folders 4-3
Types of text function 13-10

U

Undo 14-2,16-5
Unify Vector Line Thickness 8-19
Unit 16-9
Use ADF 16-9
Use Context Menu 16-5
Use mm As Tool Unit 16-6
Using the light table 3-18,3-34

V

Vanishing Point dialog box 8-27
Vanishing point layer 7-10,7-24,8-25
Vanishing Point Settings file 8-27
Vector correction layer 7-5,7-23
Vector drawing layer 3-20,7-5,7-22
Vector graphics 1-4,17-6
Vector image 1-4
Vector paint layer 7-7,7-23
Vertices 8-11
View 4-71
Viewing a shadow markup (File Previewer) 4-72
Viewing the X-sheet 4-46
Viewing with vectors 5-12
Virtual Memory Folder Location 16-8
vpf 8-27

W

WAV 4-39
What is a filter? 11-10
What is a light table set? 9-9
What is a light table? 9-2
What is a multi-layer structure? 7-3
What is a scene folder? 4-2
What is a selection? 10-2
What is an X-sheet? 4-14
What is DGA or CEL format? 7-2
Width Change tool 8-22
Workflow with RETAS!PRO 1-2

X

X-Sheet 1-8,4-14,17-9
X-sheet assemblage 3-23
X-sheet file 4-10
X-sheet Settings 4-47

Z

Zoom In 5-2
Zoom In with Drag 5-2
Zoom Out 5-2
Zoom tool 5-2
Zoom tool options palette 5-2
Zooming in a part 5-11
Zooming In/Zooming Out 5-2,5-3

Images: Anime Data collection
© Akemi Takada (Creek & River Co., Ltd.)

STYLOS HD User's Manual

February 28, 2006 First Edition

Developer and Publisher: CELSYS,Inc.
4-27-25 Yoyogi
3F, Fuji Building 25
Shibuya, Tokyo 151-0053
Japan
http://www.celsys.co.jp

All rights reserved. No part of this manual may be copied or reproduced in any form or by any means without written permission from the publisher.
© 2002-2006 CELSYS,Inc. All Riqhts Reserved.

RP148-101-1-MNL